

FOR USE WITH
BASIC & EXPERT
RULES SETS

THE COMPLETE B/X ADVENTURER



By Jonathan Becker



The Complete B/X Adventurer

Fantasy Role-Playing Game Supplement



Authored by Jonathan Becker
©2012

Illustrations by:
Josh Boelter
Kelvin Green
Matthew Shultz
Kayce Sizer

Cover Art by Brian DeClercq

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INTRODUCTION TO *THE COMPLETE B/X ADVENTURER*

Welcome to **The Complete B/X Adventurer**! This book was written to supplement fantasy role-playing games of the sort that use “class” and “level” to define its players’ characters. It is certainly of use with the same system from which the **B/X Companion** rules are derived (that is, the original game system of Gary Gygax and Dave Arneson as edited by Moldvay, Cook, and Marsh) and can be used with similar games including *Labyrinth Lord*[™] and (with some modification) *Lamentations of the Flame Princess*[™] and *Swords & Wizardry*[™]. As this book is designed to supplement an existing game system, you will need to own one of these rule sets to make use of the information presented here. The systems described in this book are suitable for both **Basic** and **eXpert** level play, and should be manageable in the high level games the *B/X Companion* describes as well.

While this book contains a number of optional rules, random tables, and classes for use in rounding out one’s character generation process, it should be noted that **no single rule presented herein will ever complete one’s character**. A “character” in a fantasy role-playing game is simply a vehicle to express oneself in the imaginary game world, and by itself a few scribbles on a piece of paper represents nothing but POTENTIAL. In order for a character to fulfill its purpose of design...i.e. to provide a good time to its player...the player must imbue the character with his or her own imagination.

It sounds simple, but sometimes the task is harder than one might expect. Sure it’s easy enough to look at a roll of 17 for Dexterity and say, “I’ll play a thief.” But what if your own REAL LIFE personality doesn’t match the normal sneakiness associated with the thief class? What if you prefer to charge ahead into a fight rather than hanging back, skulking in the shadows and looking for an opportune opening? While it can be both fun and stimulating to engage in play outside your normal style or mode of operation, not everyone is looking for such a challenge, and no one’s fun should be curtailed simply due to poor dice rolls and a strict set of rules. Fortunately, the B/X game has very few such strictures on play (only the demi-human classes of Dwarf, Elf, and Halfling have minimum ability scores associated with them) and the classes presented herein try to adhere to the same philosophy.

Of course, that might not be enough. While many archetypes can be represented by the basic human classes (clerics, fighters, magic-users, and thieves) it may be difficult to represent all the archetypes of fantasy literature. Robert Howard’s Solomon Kane *could* be modeled using a fighter or cleric, but it might be easier to use a specific **witch-hunter** class like the one found in this book. And some characters (like the literary **beastmasters** Tarzan and Sheena) seem impossible to represent with only the standard available classes. Likewise, each of the five spell-casting classes in this book (**gnomes**, **mystics**, **summoners**, **tattoo mages**, and **witches**) presents a slightly different take on the Vancian magic system found in the original fantasy role-playing game, attempting to simulate some of the different magical traditions one finds in fantasy literature.

In addition to new adventuring classes and spells, you’ll find this book contains several random charts and tables to help round out a character and distinguish him (or her) in the mind of the player. As with the new classes, these tables are entirely **optional**; they were designed with the purpose of inspiring your own imagination. If you can work up better background material (or fancier hats...see Page 4!) with your game referee, please do so! Nothing written here is designed to stymie your growth. On the contrary, the author (me) believes only YOU the player can fully “complete” your character...the information in the book is here to help you do just that!

In my experience, character creation really is a matter of “you get out what you put in.” Over time and many game sessions, your characters will acquire personalities and personal histories based on their adventures. However, it can help to speed the process if you have a foundation on which to grow. The ideas within this book were written to help build that foundation.

ACKNOWLEDGEMENTS

This book was simpler to write than the first one, but was a longer time in coming. The author owes a special debt of gratitude to **Stephan Michael Sechi** and his fine books, *The Compleat Adventurer* and *The Compleat Spell Caster* (the latter with Vernie Taylor), both of which were direct inspirations for this book. This author would also be remiss if he didn’t thank **Matthew Wright**, the childhood friend who first introduced him to Mr. Sechi’s books back in 1984 or thereabouts. Finally, a very big thank you goes out to **The Baranof** and all the B/X players that helped play-test many of the concepts and ideas found in this book, including Adam, Steve-O, Luke, Matt (“Big Leo”), Matthew (“Cod Sandwich”), Josh, Randy, Heron, and Vicente. Thanks, guys.

100 FINE REASONS & FANTASTIC B/X HEADGEAR

You folks ever hear this one?

A cleric, a fighter, and a halfling all walk into a bar. The fighter asks the cleric, "Um, you doing anything Saturday? See, there's this dungeon thingy we were thinking of exploring..." Meanwhile the halfling is jumping up and down behind a table, waving his hands and trying to get their attention...

There's nothing in the basic rules of the game that provide a reason for player characters to adventure together, and often players will overlook or gloss over any justification for why characters of wildly disparate backgrounds and alignments are travelling in each other's company. Which doesn't hinder game play (one doesn't need to know why the lawful elf and chaotic cleric are buddies), but including such information can enrich the role-playing experience by providing characters with a background story upon which to build.

Sure, players can brainstorm ideas and construct a fantasy history for their characters, but sometimes a group might not want to take the time to do this...wanting instead to get *right to play*, while still including a bit of role-playing and characterization.

The **100 Fine Reasons** table in this section was created to facilitate this. To use it, each player rolls percentile dice to determine her character's relationship to that of the player sitting to her left. Each player takes a turn doing this, eventually building a circle of relationships to one another (if there are only two players at the table, only one person rolls). Any result that seems inappropriate to the characters can be ignored, and Dragon Masters may of course modify the table as they see fit. In my own campaigns, I've found this table to be incredibly useful helping player characters start off with "a little history."

The other table in this section, **Starting B/X Headgear**, serves a more elaborate purpose.

Part of what has made fantasy games and literature so entertaining and inspiring over the years has been the fantastic artwork depicting strange and interesting characters. The basic fantasy adventure game doesn't provide any method of determining a character's appearance (aside from the basics of species and

equipment), and leaves such decisions firmly in the hands of players.

However, I have found that something as simple as generating a random piece of headgear for a player character adds enormous value for a very small amount of time output:

- 1) It instills the character with an immediately recognizable trait.
- 2) It helps paint an image of the character in the players' minds.
- 3) It supplies an abstract set of stats with a bit of personality or mystery (why does the character own this particular piece of headgear?).
- 4) It provides an easy trait to distinguish characters from one another (especially those of the same class and similar ability scores).

In addition, my players have always found it fun to see what kind of hat or helm their characters possess.

As with the **100 Fine Reasons** table, Dragon Masters may modify the **B/X Headgear** charts however they wish. It is worth noting that even magic-users and thieves might find themselves with a helmet based on the result of their random rolls, which is fine: the B/X rules do not provide specific game mechanics for the use of helmets and make no stipulations or limits on which classes can wear such a headpiece. However, players (and DMs) can choose to reroll or ignore results that feel inappropriate for their particular campaign.

Determine a character's starting headpiece by rolling a **D8** and comparing it to the following chart (based on class):

<u>Class</u>	<u>Bare</u>	<u>Hood</u>	<u>Hat</u>	<u>Helm</u>
Cleric	1	2-3	4-6	7-8
Dwarf	1	2-3	4-5	6-8
Elf	1-3	4-5	6	7-8
Fighter	1-2	3	4	5-8
Halfling	1-3	4-5	6-7	8
Magic-User	1-2	3-4	5-7	8
Thief	1-2	3-5	6-7	8

Once you know the basic type, roll on the appropriate table to determine the specific gear possessed.

(the **100 Fine Reasons** table is found on Page 6)

FANTASTIC B/X HEADGEAR

BARE-HEADED (D20)

- 1 Bald/Shaved
- 2 Bald/Shaved with Tattoo
- 3 Bald/Shaved with Top Knot
- 4 Balding/Thinning
- 5 Braided Long
- 6 Braided Short
- 7 Braided somehow into Long-Ass Beard
- 8 Curly Mane, Amazing
- 9 Curly, Short
- 10 Dreadlocks
- 11 Grungy, in eyes
- 12 Long Flowing Hair with Top Knot
- 13 Long Flowing Hair, Loose
- 14 Long Flowing Hair, Tied
- 15 Mohawk
- 16 Short, Hacked
- 17 Short, Page Boy
- 18 Short, Porridge Bowl
- 19 Short, Stylish
- 20 Shortish, Pony-Tail

HOODS & WRAPS (D20, roll for Color)

- 1 Attached hood, short
- 2 Attached hood, tassel
- 3 Bandana or Head Scarf
- 4 Birka/Veiled
- 5 Deep Hood
- 6 Fur Lined
- 7 Fur Lined, Heavy
- 8 Hood, Reversible
- 9 Long Tassel, Ornament (**Sub-Table A**)
- 10 Long Tassel, Plain
- 11 Multiple Tassels (D4)
- 12 Ninja Hood
- 13 Decorated, (**Sub-table B**)
- 14 Scarf, Long and Heavy
- 15 Sequined or Scaled
- 16 Ornament (**Sub-Table A**)
- 17 Short, Plain
- 18 Wrap, Bedouin
- 19 Wrap, Turban
- 20 Wrap, with Mask, (**Sub-Table C**)

Sub-Table A – Hood Ornament (D4)

- 1 Figurine
- 2 Fuzzy Ball
- 3 Holy Symbol
- 4 Jingle Bell

HAT (D20)

- 1 Adorned (roll again plus **Sub-Table D**)
- 2 Animal-based, (**Sub-Table E**)
- 3 Beret, Large
- 4 Bishop Miter
- 5 Conical, Short
- 6 Conical, Spiral
- 7 Conical, Tall
- 8 Pointed, Front and Back

- 9 Puffy Hat
- 10 Ridged
- 11 Sea Captain's Hat
- 12 Skull Cap/Beanie
- 13 Tasseled (1D4 tassels)
- 14 Tiered Ziggurat (1D4+1 levels)
- 15 Top Hat, Fancy
- 16 Tri-Cornered, Extravagant
- 17 Wedge Shaped
- 18 Wide Brim, Floppy
- 19 Wide Brim, Stiff
- 20 Wimple

HELMET (D20) – No effect on AC

- 1 Chain Coif
- 2 Classic, Crusader Helm
- 3 Classic, Greek
- 4 Classic, Mongol
- 5 Classic, Roman
- 6 Classic, Samurai, masked (**Sub-Table C**)
- 7 Classic, Samurai, Open
- 8 Classic, Viking
- 9 Conical with Tassel or Plume
- 10 Masked Helm, Adorned (**Sub-Table C & D**)
- 11 Masked Helm, Plain (**Sub-Table C**)
- 12 Metal Skull Cap
- 13 Open-Faced, Adorned (**Sub-Table D**)
- 14 Open-Faced, Plain
- 15 Plated Band
- 16 Pot Helm
- 17 Ridiculously Extravagant (**Sub-Table F**)
- 18 Tall, Pointed
- 19 Full Visor Great Helm, Adorned
- 20 Full Visor Great Helm, Plain

Sub-Table B – Decoration (D8)

- 1 Ancient Symbols
- 2 Animal Designs
- 3 Curly Lines
- 4 Foreign Slogan
- 5 Mystic Sigils
- 6 Norse Runes
- 7 Polka-Dots
- 8 Stripes

Sub-Table C – Mask Shapes (D10)

- 1 Animal (**Sub-Table E**)
- 2 Bird Beak
- 3 Blank Face
- 4 Demonic
- 5 Grilled, Gladiator
- 6 Human, Angry
- 7 Human, Bearded
- 8 Human, Happy
- 9 Human, Tusked
- 10 Skull Faced

Sub-Table D – Adornment (D10)

- 1 Antlers
- 2 Brush Top
- 3 Crest or Rune

- 4 Feathers or plume
- 5 Finned
- 6 Holy Symbol
- 7 Horns or Tusks
- 8 Spiked
- 9 Tasseled
- 10 Winged (bird or bat)

Sub-Table E – Animal Incorporation (D12)

- 1 Bear Head
- 2 Beaver Tailed
- 3 Boar Head
- 4 Buffalo Head
- 5 Dragon Head
- 6 Raccoon Skin and Tail
- 7 Snake, Giant Head
- 8 Snake, Small, Coiled
- 9 Squid Head
- 10 Stag Head
- 11 Turtle Shell
- 12 Wolf Head

Sub-Table F – Ridiculously Extravagant (D10)

- 1 Bat or Bird Shaped
- 2 Demon Head
- 3 Elephant Head
- 4 Fish Head
- 5 Gem-Studded
- 6 Gladiator, Wide Brim
- 7 Skull Shaped
- 8 Spider Shaped
- 9 Squid Shaped
- 10 Roll again, plus **Sub-Table D**

COLORS – Hood/Wrap (D6:1-3, add 12) (D12)

- 1 Albino White
- 2 Black
- 3 Bloody Scarlet
- 4 Brilliant Copper
- 5 Daisy Yellow
- 6 Dark Brown
- 7 Deep Purple
- 8 Deep Sea Blue
- 9 Dusty Pink
- 10 Fiery Orange
- 11 Forest Green
- 12 Indigo
- 13 Ivory White
- 14 Light Brown
- 15 Mauve
- 16 Overcast Grey
- 17 Pea Green
- 18 Periwinkle
- 19 Platinum Silver
- 20 Sea Foam Green
- 21 Sickly Mustard
- 22 Sky Blue
- 23 Turquoise
- 24 Multi-Colored (D4)

100 FINE REASONS Characters Travel Together

Roll D%	Characters Together Because They...
1	Are best friends.
2	Are cousins with a long and close history.
3	Are cousins, though distant with little history.
4	Are half-siblings, as close as two can be.
5	Are half-siblings who never knew each other till recently.
6	Are lovers but both are looking to "trade up."
7	Are lovers.
8	Are married.
9	Are only distantly related to each other.
10	Are parent-child and deeply protective of one another.
11	Are an over-protective parent and a rebellious child.
12	Are secretly in love with each other but pretending at friendship.
13	Are sibling twins (50% identical if same gender).
14	Are siblings and grew up together.
15	Are siblings, separated at childhood, now reunited.
16	Are step-siblings and grew up hating each other.
17	Are step-siblings and grew up closer than was considered "natural."
18	Are step-siblings but grew up as close as blood relations.
19	Are uncle/aunt and niece/nephew and feel extremely responsible for each other.
20	Are uncle/aunt and niece/nephew but close as parent and child.
21	Are uncle/aunt and niece/nephew; resentful of each other.
22	Both worship and serve the same deity or pantheon of gods.
23	Don't like each other but grudgingly accept each other for their skills.
24	Each feel the other "has his uses."
25	Are from the same city, hired out as caravan guards.
26	Are from the same dirty ghetto.
27	Are from the same small town.
28	Are from the same village/town and share a criminal past.
29	Got drunk together and hatched a plan to someday reign as two kings.
30	Have a romantic relationship.
31	Have been hated rivals since childhood and want to show each other up.

32	Have mutual respect for each other's skills.
33	Met each other in a game of chance.
34	Met each other in the military.
35	Met each other on the road; joined forces for mutual protection.
36	Met each other while praying at the same temple/shrine.
37	Met each other while robbing the same temple/shrine.
38	Met each other while shopping for adventuring gear.
39	Met in a forest, both escaping eternal enslavement by fairy folk.
40	Met in a forest, both running from wild animals.
41	Met in a tavern; fought over the same woman (both lost).
42	Met in a tavern; hired for the same adventure, which proved disastrous.
43	Met in a tavern; hired for the same adventure, which proved lucrative.
44	Met in a tavern; hired for the same job but double-dealt by employer.
45	Met in a tavern, over a fist fight.
46	Met in a tavern, over drinks.
47	Met in a tavern; had a drinking contest and both lost.
48	Met in a torrential downpour; sought shelter in the same cave.
49	Met in king's treasure chamber; both barely escaped with their lives.
50	Met in prison after doing hard time.
51	Met in prison, busted out by mutual friend who died in escape.
52	Met in prison, escaped together.
53	Met in school and love to play pranks on each other.
54	Met in school, hate each other, and secretly plot each other's demise.
55	Met on disastrous adventure; only survivors.
56	Met on a ship, both had hired passage together.
57	Met on a ship, both shanghaied from same bar while drunk.
58	Met on a ship, both working for passage.
59	Met on an adventure, both deserted their party to a certain doom.
60	Met on an adventure, saved each other's lives.
61	Met through a mutual acquaintance, who is currently imprisoned.
62	Met through a mutual friend, now deceased.
63	Met when each refused to yield right of way to the other and fought to a draw.
64	Met when one broke an enchantment that had been placed on the other.
65	Met when one caught the other in an attempted swindle.
66	Met when one caught the other picking his pocket.

67	Met when one freed the other from durance vile.
68	Met when one ran the other down with his horse.
69	Met when one was down-and-out and the other sobered him up.
70	Met when one's house burned down and the other offered him work.
71	Mysteriously bear a resemblance to each other, though not related.
72	Are the only survivors of a lost caravan forced to resort to cannibalism.
73	Were sent on quest together by the same deity.
74	Were sent on quest together by the same monarch.
75	Served in the same mercenary company.
76	Served the same monarch.
77	Share a secret psychic bond and hear each other's thoughts.
78	Share a secret psychic bond and feel each other's pain.
79	Share a secret psychic bond and know when the other is in danger.
80	Shared the same horse for years until it died recently.
81	Trained together, though perhaps in different disciplines.
82	Were both in love with the same individual, now deceased.
83	Were both in love with the same individual, who spurned both.
84	Were both slaves together, escaped and are on the run.
85	Were both slaves together, slew their captors and never discuss their past.
86	Were both slaves; one earned freedom and purchased it for the other.
87	Were engaged/betrothed, but one broke it off; still friends.
88	Were from the same town; only survivors of barbarian raiders.
89	Were from the same town; only survivors of the plague.
90	Were hired muscle for a crime lord but turned on their master.
91	Were hired muscle for a tyrant who turned on them; now on the run.
92	Were lovers and are still secretly in love with each other.
93	Were lovers, but betrayal leads one to hate the other.
94	Were lovers, but briefly, and find each other's habits annoying.
95	Were lovers, now only friends.
96	Were married, now divorced; still find it useful to travel together.
97	Were originally (paid) henchman and master; now friends and peers.
98	Were originally hunter and prey, now friends and peers.
99	Worked together on the same farm/ranch.
100	Worked together, apprenticed to same master.

EXCEPTIONAL TRAITS – Customizing Character Classes

The following rules are offered for players wishing to add some distinction to the normal “run-of-the-mill” character classes available in the Basic game.

For each character, roll once at 1st level to determine a character’s exceptional trait. Dwarves and Halflings should use the **Fighter Table**; Elves may choose to roll on the **Fighter** or **Magic-User Table** (not both).

At the Dragon Master’s option, characters may receive additional exceptional traits as they advance in level; if so a new exceptional trait is gained at levels 4th, 9th, 16th, 25th, and 36th. Traits marked with an “*” may only be taken at 1st level; re-roll if such a result is determined later in the career. DMs should feel to further customize these traits to better suit the needs of his or her campaign.

Traits may be lost in play. A character does *not* gain a replacement for a lost trait.

Cleric Table (Roll D12)

1. *Animal Friend*
2. *Apostate**
3. *Contemplative*
4. *Gift of Tongues*
5. *Learned*
6. *Martial Order**
7. *Prior Life**
8. *Righteous Faith*
9. *Slayer*
10. *Underpriest*
11. *Visions*
12. *Witch-Finder*

Fighter Table (Roll D12)

1. *Berserk*
2. *Dopplehander*
3. *Grizzled*
4. *Heirloom Armament**
5. *Knife Fighter*
6. *Large**
7. *Pugilist*
8. *Signature Weapon*
9. *Smart Pet*
10. *Squire*
11. *Strong Bow*
12. *Two-Fisted*

Magic-User Table (Roll D12)

1. *Conjurer*
2. *Elfin Blood**
3. *Exceptional Memory*
4. *Halfling Wizard**
5. *Loremaster*
6. *Mystic Aura*
7. *Naturalist*
8. *Quiet Magic*
9. *Sleeps Eyes Open*
10. *Sorcerous Pet*
11. *Spell Sword*
12. *Smoke Magic*

Thief Table (Roll D12)

1. *Acrobat*
2. *Cat Burglar*
3. *Contortionist*
4. *Dwarf Outcast**
5. *Elf Bastard**
6. *Fortune’s Favorite*
7. *Locksmith*
8. *Musician*
9. *On Edge*
10. *Poisoner*
11. *Tracker*
12. *Trap Maker*

CLERIC EXCEPTIONAL TRAITS

1. **Animal Friend:** Normal animals (not giant, prehistoric, or magical) are naturally disposed to the cleric (+2 all reaction rolls).
2. **Apostate*:** The cleric was originally a member of an opposite order and retains much forbidden knowledge; the cleric may freely cast normal or reversed spells regardless of alignment.
3. **Contemplative:** The cleric may enter a meditative trance, re-gaining one spell after one hour or 1D6 hit points over night.
4. **Gift of Tongues:** The cleric may speak with any intelligent humanoid.
5. **Learned:** The cleric has spell knowledge as if one level higher.
6. **Martial Order*:** The cleric may use any weapon, just as a fighter.
7. **Prior Life*:** The cleric was a different class prior to joining this one; roll an **Exceptional Trait** on the Fighter (1-2), Magic-User (3-4), or Thief (5-6) table instead of this one.

8. **Righteous Faith:** The cleric adds his or her wisdom bonus to any undead Turning rolls.
9. **Slayer:** The cleric always recognizes undead and knows their weaknesses; may avoid **energy drain** attacks with a save versus petrification.
10. **Underpriest:** The cleric has an NPC assistant assigned to him or her that adventures with and learns from the character. The underpriest starts as a 1st level cleric and gains XP as a henchman (i.e. one-half normal), though never enough to equal the cleric in level. The underpriest does not count towards the cleric's henchman limit and need not be paid; morale is determined as per the cleric's Charisma.
11. **Visions:** The cleric is subject to premonitions and dreams of both the past and future. The DM can make these visions as cryptic or useful as appropriate.
12. **Witch-Finder:** The cleric can detect spell-casters within 60' and estimate their level of power, relative to his own. The cleric can tell when non-divine magic has been used within the last 24 hours (within the same vicinity).

FIGHTER EXCEPTIONAL TRAITS

1. **Berserk:** In melee combat the fighter enters a frenzied state gaining a +1 to hit and damage rolls and immunity to fear effects. Once berserk, the fighter may not flee or evade combat and is always fatigued afterwards.
2. **Dopplehander:** The fighter is adept at using two-handed melee weapons, gaining a +1 on damage rolls and +1 bonus to Armor Class. The fighter still attacks last and may not use a shield.
3. **Grizzled:** The fighter is a scar-toughened veteran and commands respect. Add +1 to reaction rolls and treat negative Charisma as a positive bonus when intimidating NPCs. All henchmen morale is at +1.
4. **Heirloom Armament*:** The fighter begins the game with a magical weapon or piece of armor handed down from a parent, relative, or mentor. The item is +1 enchantment.
5. **Knife Fighter:** The fighter receives a +1 bonus to attack, damage, and armor class when using a dagger in melee combat.
6. **Large*:** The fighter is of huge size for his species, gaining a +1 to every hit die rolled for hit points and +1 to damage inflicted in melee. Armor must be sized to fit (twice normal cost) and the character has a -1 penalty to Armor Class (big target).
7. **Pugilist:** The fighter is adept at fighting unarmed, attacking at +1 and doing 1D6 damage. Humanoid foes reduced to 0 hit points may be "knocked out" for 1D6 turns.

8. **Signature Weapon:** The fighter has a specific favored weapon type (e.g. the short sword, the battle axe, etc.) with which he or she receives a +1 bonus to hit and damage.
9. **Smart Pet:** The fighter has a reasonably intelligent and loyal pet (e.g. a falcon, a hunting dog, a war horse). Besides its loyalty, the animal is normal in all respects.
10. **Squire:** The fighter has an NPC assistant assigned to him or her that adventures with and learns from the character. The squire starts is a 1st level fighter and gains XP as a henchman (i.e. one-half normal), though never enough to equal the character in level. The squire does not count towards the fighter's henchman limit and need not be paid; morale is determined as per the fighter's Charisma.
11. **Strong Bow:** When using a short bow or long bow, the fighter adds his or her Strength bonus to damage.
12. **Two-Fisted:** The fighter may fight with a weapon in each hand. The normal attack roll is made, but damage is rolled for both weapons with the character choosing which roll to keep for damage (if already using this optional rule as described in the *B/X Companion*, character , may use his or shield in the same fashion, doing D6 damage with a "bashing" attack).



MAGIC-USER EXCEPTIONAL TRAITS

- 1. Conjurer:** The magic-user may perform simple illusions and sleight of hand tricks and may **pick pockets** as a thief of the same level.
- 2. Elfin Blood*:** The magic-user has elf blood in his or her ancestry and enjoys both the infravision and immunity to paralysis abilities of the elf class. The magic-user will generally be long-lived as well.
- 3. Exceptional Memory:** The magic-user can memorize one additional spell per day from those spells known.
- 4. Halfling Wizard*:** The magic-user is a halfling that was apprenticed to a wizard or elf from an early age! The magic-user retains a halfling's stature and +1 bonus to armor class, and knows the normal languages of a halfling character; in all other ways the character is a magic-user (including new exceptional traits!). Elves should re-roll this trait.
- 5. Loremaster:** The magic-user is knowledgeable on a variety of subjects and has a 50% chance to identify the properties of a magical item, once the character has ascertained it is enchanted. The DM may apply this chance to the magic-user's ability to remember trivia and ancient history as well.
- 6. Mystic Aura:** The magic-user has a palpable feeling of magic that emanates from their person, causing awe and disquiet in those that share the character's presence (+2 reaction bonus to impress/intimidate).
- 7. Naturalist:** The magic-user is well-schooled in the natural world, able to identify most plants and fauna, and understands the speech of birds and beast (though they may not understand the character).
- 8. Quiet Magic:** The magic-user can cast spells with minimal words and no gestures. Full gagging is necessary to prevent the character from working magic.
- 9. Sleeps Eyes Open:** Even when sleeping the magic-users eyes are open and aware; the character can never be surprised while sleeping.
- 10. Sorcerous Pet:** The magic-user has an animal companion (snake, cat, wolf, bird, horse, etc.) that intelligent and with whom he can communicate. The animal is normal in all other respects.
- 11. Spell Sword:** The magic-user has been trained to use weapons normally prohibited by his class, and the character can benefit from a potion of heroism like a fighter of the same level. This does not allow the use of armor or shields. Elves should re-roll this trait.
- 12. Smoke Magic:** The magic-user is adept and summoning and controlling smoke and mist. In addition to blowing impressive smoke rings, the character can summon mist to conceal himself as if a thief of equal level attempting to **hide in shadows**.

THIEF EXCEPTIONAL TRAITS

- 1. Acrobat:** The thief is capable of many feats of agility and has a 50% chance of being able to somersault or back-flip behind an opponent in melee allowing a "backstab" attempt.
- 2. Cat Burglar:** The thief has no fear of heights and may balance on thin ledges or tight ropes with the same chance as **climbing sheer surfaces**. If the thief falls while climbing, the player may make a second roll at half the normal chance in order to catch himself.
- 3. Contortionist:** The character is extremely flexible, able to squeeze and fold her body in ways that seem humanly impossible, including squeezing between bars and escaping chains and restraints.
- 4. Dwarf Outcast* (minimum Con 9):** The character is a dwarf that has been cast out of his clan for thievery! All thief skills are at -15% except Open Locks, Hearing Noise, and Find/Remove Traps. However the thief gains the dwarf's infravision and language abilities and rolls D6 for hit points instead of D4. Will be ostracized by other dwarves.
- 5. Elf Bastard*:** The thief has elf blood in his or her ancestry and enjoys an elf's infravision ability and immunity to paralysis. True elves cannot believe one of their kin would stoop to thievery and the character suffers a -2 penalty to all reaction rolls with elves.
- 6. Fortune's Favorite:** The thief is extremely lucky and may reroll one missed saving throw per game session.
- 7. Locksmith:** The thief is an expert with locks, receiving a +15% bonus to opening them. The thief can create fiendish locks of his own with time and money.
- 8. Musician:** The thief is an accomplished minstrel able to play for his supper (earning 1D6 gold per day), serenade members of the opposite gender (as a **charm person** spell), or tame the savage beast (as casting a **sleep** spell). These abilities require a full turn of playing; none of these abilities can be performed in combat and all require a musical instrument of at least 50gp value.
- 9. On Edge:** The thief is extremely furtive/paranoid and is never surprised unless asleep, drunk, or unconscious.
- 10. Poisoner:** The thief's knowledge of poisons allows him to distill potions of poison from the venom of poisonous monsters. Each dead monster yields a number of doses equal to its Hit Dice.
- 11. Tracker:** The thief is adept at finding, following, and recognizing tracks with a chance equal to his or her ability to find traps. Weather might affect roll.
- 12. Trap Maker:** The thief is an expert trap finder, receiving a +15% chance to both the finding and removing of traps. The character can also build both simple and elaborate traps given time and resources.

FIREARMS IN A FANTASY WORLD

The development of firearms and cannon in the real world was in large part a technological response to the defenses and fortifications of the time. The first “handguns” were actually portable cannons...carried in two hands, lit with a torch, and aimed at one’s opponent. They were terrifically inaccurate, had poor range, and had the unfortunate propensity for blowing up in one’s face. They were also **spectacular**, making a huge noise and belching smoke and fire at the enemy.

By the mid-15th century, the “slow match” or **match cord** had been invented, a fuse that burns about 1 foot of length per hour. This allowed gunsmiths to manufacture the **matchlock**, which could hold a lit fuse until triggered, in turn leading to the development of the **harquebus**, a weapon you could aim with two hands (and both eyes) instead of needing to touch flame to the flash pan yourself...and doing away with any need to kindle a flame in the panicked pitch of battle.

From a dungeon delving standpoint, the harquebus is a superior option for the wandering adventurer to the original handgun, though not without problems. Convenient as match cord is, it has several difficulties. While slow to burn, it *does* burn up, and is yet another type of ammunition that needs to be carried (in addition to powder and shot). If the cord gets wet (due to rain or damp) it can be difficult to light...and no fire means no shooting. In the dark (like underground) the match cord gives off a red light, easily spotted, and it burns with a very specific odor as well, making any kind of **surprise** (in a dungeon setting) pretty much impossible since standard nocturnal creatures tend to have better than average olfactory senses. The harquebus also gives you the same noise and smoke as the more primitive handgun (enough smoke that you won’t be able to see much after firing off a few rounds from a stationary position).

Of course, there is the inherent danger of carrying a lit fuse around on your person...especially when you’re also packing explosive black powder. And the harquebus itself, like all primitive firearms, has the potential to explode in your hand, possibly injuring yourself or a nearby party member, while certainly ruining the weapon.

However, firearms DO give you **penetration**. At close range, even the weakest handgun can pierce the stoutest plate armor.

Rifling – the cutting of the gun barrel to impart spin on shot, allowing for more accuracy and range – was known from at least the 15th century. However, in addition to

being more costly to produce, rifle barrels needed more care and cleaning, becoming fouled and useless (or dangerous) with the black powder used in ancient firearms. It would be several hundred years before rifles saw regular battlefield use, though they were still used by individual hunters and sharpshooters.

Pistols, too, could be rifled though there is some historical evidence to suggest that the use of rifling on dueling pistols was considered “un-sporting.”

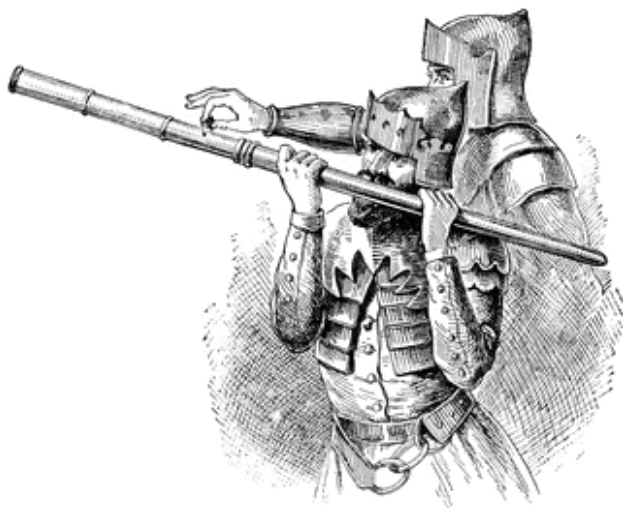
The **wheel lock** mechanism (developed late 15th or very early 16th century) allowed firearms to function without the use of match cord. It did this by striking a spark from a piece of pyrite, similar to the spark of a wheel on a cigarette lighter. In addition to the practicality of not carrying flaming string on your person, the removal of the match cord meant the weapon could be quite stealthy (until fired), giving off neither glow nor smell, and with no danger of the weapon being rendered useless by rain. However, the wheel lock was never manufactured in great numbers and never replaced the matchlock in military forces. Costly to make, each required a skilled gunsmith to hand-craft the mechanism, and its operation wasn’t well-known or widespread.

Black powder cannon were fairly slow to replace ancient-type artillery, being small, slow to maneuver, and short of range...as well as expensive to produce, slow to reload, and dangerous to their own side on the battlefield. Part of the difficulty with early cannon was the inability to forge large iron cannon, or to cast cannon balls. Instead, cannon were used as anti-personnel weapons well into the 14th century (hurtling grapeshot, arrows, and anything else that could be stuffed in the barrel). By the end of the 15th century, however, cannon was quickly replacing all other artillery pieces on the battlefields of Europe, and **bombards** on wheeled carriages were able to reduce castle walls to rubble with extensive pounding, just using heavy stone balls as ammunition.

How heavy? Well, hundreds of pounds. Of course the cannon themselves weighed 2-4 tons, requiring at least eight or nine draft horses to pull even the smallest Big Gun.

You can see how this adds up to be an expensive bit of hardware. Unlike a catapult or trebuchet which could conceivably be constructed “on site” (given timber and the right knowledge), cannon would need to be hauled to the siege...along with adequate shot and powder, feed for the horses, spare wheels for the carriage, etc.

For the purpose of a fantasy role-playing game like B/X, firearms as weapons are more of a novelty than anything else. Plate armor may have been developed (in part) to prevent the odd stray bullet from ending a mailed noble's career, but societies with access to magic (like humans and elves) have no need to spend much time on dangerous and temperamental black powder weapons. Firearms are expensive toys for wealthy adventurers and noblemen, not the mass-produced weapons of war!



For species that don't have magic in their arsenal, DMs might want to consider firearm development as a practical alternative:

Dwarves are clever craftsmen, well versed in the making of locks and mechanisms. Developing the wheel lock firearm could be a boon in their on-going conflicts with goblins and the like (dwarves wouldn't mind the extra craftsmanship/expense needed, and matchlocks would be counterproductive in subterranean conflict...not to mention dangerous in close quarters fighting and with near proximity to black powder!). However, there are several reasons dwarves would NOT develop firearms more advanced than those described here:

- Dwarves in general are not ambitious to conquer territory and don't have the numbers to raise the large armies (tens of thousands) seen in the late Middle Ages. Their weapons are created for defense and/or the love of working with contraptions.
- The use of black powder weapons creates huge clouds of black smoke. In the confines of tunnels, this can be dangerous to health and polluting to the environment.
- Unless you're besieged, there's little reason to create bombards **underground**. Possibly a few iron loaded cannons placed (outside) defensively could be used to smash approaching siege engines. Firing any piece of

artillery underground (cannon or bombard) is reckless to say the least!

- Any guns manufactured might very well fall into the hands of enemies (goblins) at some point. One of the advantages dwarves have over the more numerous subterranean humanoids is their stout armor...why give up that advantage by allowing large numbers of firearms to be captured by the enemy?

Halfings do not have access to magic and yet are not technologically inclined, nor are they especially ambitious and warlike. For the halfling, too, the firearm is more a novelty weapon...certainly it is loud and obtrusive for such a stealthy race (their accuracy with missile weapons is reason enough to lay off the intimidating black powder weapons).

Evil humanoids, on the other hand, are likely to LOVE firearms and make as much use of them as possible. Fortunately for civilized folks, most humanoids are decidedly stupid and unable to develop any but the crudest types of firearm. Goblins and/or orcs, might make use of the odd handgun or two, but certainly won't be able to manufacture a matchlock arquebus or pistol. Hobgoblins might have the brains to do so, but are more inclined to prove their honor in hand-to-hand combat than with long-ranged shooting. However, a hobgoblin might carry a finely crafted pistol into battle along with his blade if he can get one (especially as a trophy). Ogres are too stupid to use firearms, let alone make them, and giants are already their OWN cannon...they have no need of firearms. No...goblins and orcs are the most likely to make use of black powder weapons, and not in any great number. And even though they might WANT to manufacture a cannon (for anti-personnel use only), they have no horses to haul it...how many wargs/slaves does it take to bring an artillery piece out of the mountains and down to the battlefield?

ADDING FIREARMS TO YOUR GAME

The following updates to the standard B/X equipment list can be added at the DM's option:

Bows		
	Crossbow, Heavy *+	40gp
Firearms		
	Handgun*+	30gp
	Harquebus+	50gp
	Pistol+	35gp
	Black Powder (per shot)	2gp
	Match Cord (per foot of cord)	1gp
	Firearm Shot (10)	2gp

Artillery

Cannon	1000gp
Bombard (dwarf only)	2000gp
Cannon shot/powder (per shot)	50gp
Bombard shot/powder (per shot)	250gp

*Two-handed weapon, attacks last in round
 +Requires one full round to load

Range (in feet)

	Short	Medium	Long
Crossbow, heavy	5-80	81-160	161-240
Handgun	5-40	41-80	81-120
Harquebus	5-50	51-100	101-150
Pistol	0-25	26-50	51-75

Heavy crossbows and handguns add +1 to attack rolls at all ranges; harquebus and pistols add +2 to attack rolls at all ranges. If using the optional *Variable Weapon Damage* rule, all weapons listed (except bombard and cannon) inflict **1D8 damage**.



A pistol or harquebus can be **rifled** for double the normal cost; this doubles the range of the harquebus and increases pistol range by 50%. Rifled weapons' rate of **misfire** (see below) increases by +1 after each firing until cleaned (which takes 1-2 turns). For example, the first shot from a rifled harquebus only misfires on a roll of 1. The next shot misfires on a 1 or 2; the third shot misfires on a 1, 2, or 3; etc.

Harquebus and pistols require match cord to fire. One foot of match cord will burn for 6 turns. If the DM allows, a harquebus or pistol may be outfitted with a **wheel lock** mechanism for double the weapon's normal price (subject to availability). No match cord is required for a wheel lock weapon.

Opponents without firearms are easily intimidated by individuals using black powder weapons, and must check **Morale** after the first wound suffered from a firearm (not just the first death).

MISFIRES

Firearms are prone to malfunction. Whenever a character using a firearm rolls a "1" on their attack roll, the weapon has **misfired**. Roll 1D6:

Roll D6	Misfire Result
1-2	Weapon explodes! Character takes damage as if shot by weapon.
3-4	Match cord goes out and must be re-lit (handgun explodes as if rolling a 1-2; wheel lock simply misfires as on 5-6).
5-6	Weapon simply misfires (match cord does <u>not</u> go out); character may fire again next round.

If using the optional **Encumbrance** rules, heavy crossbows weigh 80cns, handguns weigh 90cns, harquebus weigh 100cns, and pistols weigh 20cns each.

MASS LAND COMBAT

(For use with the **B/X COMPANION** rules)

FIREARMS: A unit equipped with firearms must all be armed with the same type of firearm. Units with handguns adds +5% to their damage multiplier in the missile phase; units with harquebus add +10% to their damage multiplier. Units with pistols add +10% as well, but only in the melee phase (pistols are too inaccurate to use at range on the battlefield). The damage multiplier may never be greater than 100%. Any unit that suffers a casualty from a unit armed with firearms checks Morale with a +1 penalty to the roll unless the unit is also armed with firearms.

SIEGE COMBAT

Cannon (1000gp): Requires four people to operate including one engineer or dwarf (4th+ level). May only be used against units and large monsters (attacks as a 4th level fighter). Cannon ammunition and powder costs 50gp per shot and does **12D12 damage**. A unit attacked by cannon suffers a +1 penalty to Morale checks.

Bombard (2000gp, dwarf only): requires five people to operate including one dwarf engineer (4th+ level). Used as a **light catapult** but causes a breach in one clash. Cost per shot/clash is 250gp. If used against a unit, does **5D20 damage**. Solid structures (siege towers and the like) are destroyed if hit (roll to attack as a 4th level fighter).

NEW CHARACTER CLASSES

The following classes are new, optional classes for inclusion in one's fantasy role-playing game. It is the author's hope that players of class-level based fantasy role-playing games will find these new classes fun, inspirational, and useful to their games. But are they necessary?

No, not really.

The four basic classes of B/X are fairly archetypal: Fighters fight. Magic-users use magic. Thieves...well, they steal, of course. And clerics fill a niche role with additional spells and abilities not possessed by the other human character classes.

All four "classifications" of human adventurer are abstract enough, and generic enough, that they can be utilized for a variety of heroic character concepts with little modification:

Clerics: clergy men of all faiths and cults can be well represented by the cleric class. While the cleric spell list is most suited to the monotheistic religions of the world (Christianity, Islam, Judaism) it can certainly be used for others. The D6 hit dice, good attack tables, and excellent armor class makes them a superior martial character to normal humans (who only roll 1D4 for hit points; see the entry for Normal Human in the Basic rules). This is the class of Roland, of Joan of Arc, of Lancelot. Clerics are not simple "shepherds" tending their "flock;" they are adventurous individuals out seeking glory for their deity. Druids, saints, monks, and templar knights are all well-represented by the cleric class.

Fighters: any fighting man who relies on skill-of-arms alone is a fighter. Warriors of all cultures are fighters: samurai and cavaliers, Swiss pike men and Roman gladiators, dragoons and pirates and marines and horsemen. Players can adhere to a code of honor, like Bushido or Chivalry, or they can be ruggedly mercenary and morally practical. Fighters can use any armor, wield any weapon, and have double the normal hit points of a normal human. Everything else is simply a matter of style; is your character King Arthur or Heracles?

Magic-Users: at first glance, magic-users may seem to be the most limited of the classes in terms of archetype; after all, a fighter with a sword can be Conan or Zorro, but a magic-user is limited to the spells in his or her spell book. However, remember that wizards are able to create their own spells and magic items through research, enchantment, and construction. In the early days of the

character's career, the character is learning not only how to adventure effectively, but how to make the most out of their repertoire of magic. As with fighters, your character's style will be a matter of individual taste, and this will define you as much as anything.

Thieves: individuals that rely on wit and skill, thieves are suited to a variety of concepts. The cat burglar, the pick pocket, the con man (with a good Charisma score), or the ninja; all are easily represented by the thief class. It is important to remember thieves are NOT lightly armed fighters; in general, using one as such is likely to get the character killed due to their low hit points and lack of armor. Instead, they should be considered opportunists and explorers, mechanics and assassins, highwaymen that rob from the rich to feed the poor, or back alley muggers that rob the unwary to feed themselves.

Also, note that ALL characters can appear however you want them to appear. Tall or short, fat or thin, beautiful or hideous or non-descript. The character's ability scores are abstract measurements of a character's effectiveness, but that doesn't necessarily reflect his or her appearance. A character may appear to be in good shape, but have a problem putting that muscle to good use. Likewise, a character that looks old or overweight might move with surprising grace. Characters can be scarred, missing eyes, or sporting a peg leg and such things need not affect the character's in-game effectiveness...his or her abilities reflect the state of affairs for the character after compensating for such flaws. Likewise, a character with all the looks and talents in the world may have limited effectiveness (ability scores of 6-8) due to laziness, arrogance, or lack of will power.

Those things are up to the PLAYER to decide. Class provides the abilities, level describes a character's adventuring experience, ability scores tell how effective the character is in each of six areas. But YOU (the player) get to decide how it all fits together, and make it into an exciting and entertaining package!

The following character classes are provided to give players NEW ways of playing. Each provides special abilities or skill sets that aren't available to the standard classes. However, the author has done his best to NOT include a new class where one of the existing classes would already work.

All character classes are subject to approval from the Dragon Master. They do not use the **Exceptional Traits** listed earlier in this book.

ACROBAT

Acrobats are human adventurers capable of amazing feats of balance and agility. More than simple circus performers, they use their prowess to overcome physical obstacles that stymie those of lesser skill.

The prime requisite of an acrobat is Dexterity. Acrobats with a Dexterity of 13 or better gain a +5% on earned experience; those with a Dexterity of 16 or better gain a +10% on earned experience. **A character must have a minimum Strength of 9 to be an acrobat.**

RESTRICTIONS: Acrobats roll six-sided dice (d6) to determine their hit points. They never wear armor and do not use shields, and the only weapon they wield is the staff, which can help them with their balance. Acrobats may achieve a maximum of 36th level of experience. They have the same attack and saving throws as thieves, and may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: Acrobats receive a bonus to armor class equal to their level (though this bonus may never exceed a maximum of +9 at 9th or greater level). Acrobats have the ability to **climb sheer surfaces** as a thief of equal level. They have a phenomenal sense of balance, and even in adverse conditions (high winds, snow storms, etc.) have the same chance to retain their footing as they do to climb sheer surfaces. Acrobats also have two additional abilities: **evasion** and **physical prowess**.

Evasion: with tumbling, back flips, and dodging the acrobat is able to extricate herself from melee combat. A successful roll successfully disengages the acrobat from melee (up to their normal movement rate distance) and the opponent is unable to attack the character. An acrobat that successfully evades before her opponent's initiative cannot be attacked by the opponent in the round at all!

Physical Prowess: the acrobat's physical conditioning allows her to perform amazing feats of agility, including (but not limited to) climbing an inverted overhang, rolling with a fall to take only half damage, or pole vaulting a chasm using only a 10' pole. The DM is final arbiter of what is possible (for example, an acrobat may not be able to "roll" her way out of a spiked pit), but most physical stunts should be allowed with a successful prowess roll.

Acrobats never build strongholds or establish dominions, but an acrobat of *Name* (9th) level may create a **school** that will attract 2D6 students within a month or so. These 1st level tumblers will pay the master acrobat for training (usually 5gp per student per month).



<u>Level</u>	<u>Title</u>	<u>Exp. Points</u>	<u>Hit Dice</u>
1	Tumbler	0	1D6
2	Gymnast	1,200	2D6
3	Artist	2,400	3D6
4	Funambulist	4,800	4D6
5	Contortionist	9,600	5D6
6	Trapezist	19,000	6D6
7	Aerialist	38,000	7D6
8	Acrobat	76,000	8D6
9	Master Acrobat	160,000	9D6
10	10 th level Master Acrobat	245,000	9D6+1*
11	11 th level Master Acrobat	330,000	9D6+2*
12	12 th level Master Acrobat	415,000	9D6+3*
13	13 th level Master Acrobat	500,000	9D6+4*
14	14 th level Master Acrobat	585,000	9D6+5*

*Constitution adjustments no longer apply.

ARCHER

Level	Title	Physical	
		Prowess	Evasion
1	Tumbler	31%	15%
2	Gymnast	35%	20%
3	Artist	39%	25%
4	Funambulist	43%	30%
5	Contortionist	47%	35%
6	Trapezist	51%	40%
7	Aerialist	55%	45%
8	Acrobat	59%	50%
9	Master Acrobat	63%	55%
10	10 th level Master Acrobat	67%	60%
11	11 th level Master Acrobat	71%	65%
12	12 th level Master Acrobat	75%	70%
13	13 th level Master Acrobat	79%	75%
14	14 th level Master Acrobat	83%	80%
15	15 th level Master Acrobat	87%	85%
16	16 th level Master Acrobat	91%	90%
17	17 th level Master Acrobat	95%	95%
18+	18 th level Master Acrobat	99%	99%



Archers are masters of the bow, including the crossbow. Archers of renown include Robin Hood and William Tell.

The prime requisite of an archer is Dexterity. Archers with a Dexterity of 13 or better gain a +5% on earned experience; those with a Dexterity of 16 or better gain a +10% on earned experience.

RESTRICTIONS: Archers roll six-sided dice (d6) to determine their hit points. They may wear no armor heavier than chainmail, and they do not use shields. Archers may use any weapon, but receive special benefits from wielding bows, including crossbows. Archers may achieve a maximum of 36th level of experience. They have the same attack and saving throws as fighters, and may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: An archer has keen eyesight and may detect secret doors as easily as an elf (2 in 6 chance). They have the same chance to **hide in shadows** and **climb walls** as a thief of the same level. When using any type of bow or crossbow, archers add a bonus to damage equal to one-half their level of experience (round up). An archer that rolls a natural 20 (without bonuses) when shooting, **doubles the damage** inflicted, due to their pinpoint accuracy. Archers that have reached *Name* (9th) level may shoot two arrows per round when using a short bow or long bow; for every nine additional levels they achieve, they may shoot one additional arrow per round. An archer may attempt other types of trick shot (splitting arrows, shooting ropes) at the DM's discretion.

Archers may build a home or stronghold whenever they can afford it; however, they do not establish dominions.

Level	Title	Exp.	
		Points	Hit Dice
1	Yeoman	0	1D6
2	Fletcher	1,450	2D6
3	Bowman	2,900	3D6
4	Shootist	5,800	4D6
5	Marksman	12,000	5D6
6	Sharpshooter	24,000	6D6
7	Eagle-Eye	48,000	7D6
8	Archer	96,000	8D6
9	Master Archer	190,000	9D6
10	10 th level Master Archer	300,000	9D6+1*
11	11 th level Master Archer	410,000	9D6+2*
12	12 th level Master Archer	520,000	9D6+3*
13	13 th level Master Archer	630,000	9D6+4*
14	14 th level Master Archer	740,000	9D6+5*

*Constitution adjustments no longer apply.

BARBARIAN

Barbarians are human but of a hardier stock than normal men, growing up in the savage wilderness outside of civilization. Though warriors, they have not the martial training of true fighters; however they have other skills that compensate for this.

Strength is the prime requisite of barbarians. Barbarians with a Strength of 13+ gain a +5% on earned experience; barbarians with a Strength of 16+ gain a +10% on earned experience. **To be a barbarian, a character must have a minimum Constitution of 9.**

RESTRICTIONS: Barbarians use ten-sided dice (d10) to determine their hit points. They may use any weapon, and wear any armor except plate mail. Because barbarians are new to society, 1st level characters only receive **one-half the gold** of a normal starting character. Barbarians may achieve a maximum of 36th level of experience and use the same attack and saving throw tables as thieves. A barbarian may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: Barbarians have the ability to **track** and **read tracks** (determining the number and type of prey) equal to 50% +5% per level of experience (maximum of 95%). This chance of tracking decreases by 5% for every day that has passed since the tracks were made, and decreases an additional 5% for every hour of rain or snow fall since the tracks were made.

Barbarians have the ability to **climb walls** and **hear noise**, exactly as a thief of the same level. In the wilderness, they have the same ability to conceal themselves as a halfling. A barbarian traveling on-foot, either alone or with other barbarians, moves faster through the wilderness than other characters, treating woods and hills as clear terrain, and jungles and mountains as woods and hills, respectively. A barbarian travels no faster than any other character through desert or broken terrain.

Barbarians are ferocious hand-to-hand combatants, gaining a bonus of +1 on their melee attack rolls. Missile attacks and damage rolls are unaffected by a barbarian's berserk frenzy.

Barbarians never build strongholds, though they may live in a castle or palace if they can take one by force. At *Name* (9th) level, barbarians have the ability to call together a barbarian horde made up of many tribal clans banded together. It takes 1D8 weeks to gather the horde, and the total number of warriors gathered will be 10-100 per level of experience (though the DM may limit the

number available). Use the berserker statistics in the Basic rules for individual horde members. This horde can be used to attack or defend a territory, but will only stay together a maximum of 1D4 months unless regularly plied with loot and treasure (2gps per horde member per month; greater rewards may improve morale of the horde).

<u>Level</u>	<u>Title</u>	<u>Exp. Points</u>	<u>Hit Dice</u>
1	Savage	0	1D10
2	Brute	2,200	2D10
3	Slayer	4,400	3D10
4	Protagonist	8,800	4D10
5	Nomad	17,600	5D10
6	Raider	35,000	6D10
7	Marauder	70,000	7D10
8	Scourge	140,000	8D10
9	Chieftain	250,000	9D10
10	10 th level Chieftain	360,000	9D10+1*
11	11 th level Chieftain	470,000	9D10+2*
12	12 th level Chieftain	580,000	9D10+3*
13	13 th level Chieftain	690,000	9D10+4*
14	14 th level Chieftain	800,000	9D10+5*

**Constitution adjustments no longer apply.*



BARD

Bards are wandering minstrels of the adventuring world. One day may find them singing for the King and Queen and the next find them on the street trying to earn enough coin to buy a meal. Bards pick up both skills and knowledge in their travels, and their music can produce magical effects.

The prime requisite of Bards is Dexterity. A bard with a 13 or more in Dexterity adds +5% to earned experience; a bard with 16 or better in Dexterity adds +10%. **A character needs a minimum of 9 in Charisma to be a bard.**

RESTRICTIONS: Bards roll six-sided dice (d6) for hit points. They can use any weapon and wear any armor except plate mail, and they do not use shields. A bard may achieve a maximum level of 36; they use the same attack and saving throw charts as a thief of equal level. To use their musical abilities, bards must own a stringed instrument such as a harp, lute, or mandolin (**cost: 50 gold pieces**). They need two free hands to play their instrument and must be able to sing to work their magic.

SPECIAL ABILITIES: Bards are jacks-of-all-trades and have learned a bit of everything in their travels. Bards can use **thief abilities** as if they were a thief of one-half their actual level, rounded down (so a 5th level would have the skills of a 2nd level thief).

Bards are eager to learn the histories and tales of lands of cultures they visit and learn 1 additional language for every other level beginning at 3rd level. A bard has a chance per level of knowing useful legends or lore regarding a region, dungeon, or magic item as determined by level; the DM will determine exactly what is known on a successful roll, but the knowledge should always be useful.

Bards' music has magical effects; they learn to produce the following spell-like powers at different levels of experience. Note: to use these effects, the bard must have a stringed instrument to play and must be able to sing. They cannot use these powers while engaged in combat, and must play for at least one minute (6 rounds) before the spell is produced:

1st level: May sing for supper (earning 1D6 gold pieces per day playing in town).

3rd level: **Charm Person**

5th level: **Sleep**

7th level: **Charm Monster**

9th level: **Dispel Magic**

11th level: **Remove Curse**

13th level: **Phantasmal Force**

15th level: **Mass Charm+**

*+this spell can be found in the **B/X Companion**.*

Bards never build strongholds or rule dominions, but upon reaching *Name* (9th) level they may start a **college**, attracting 3D4 bards of 1st level seeking training. The Master Bard must first build a suitable structure in a city of at least moderate size. For every month the Master provides instruction and does NOT go adventuring, each young busker will bring in 10-60gp of income. Young bards that "move on" are replaced by new ones seeking training; buskers that are killed are **not** replaced.

<u>Level</u>	<u>Title</u>	<u>Exp. Points</u>	<u>Hit Dice</u>
1	Busker	0	1D6
2	Rhymer	1,650	2D6
3	Lyrlist	3,300	3D6
4	Minstrel	6,600	4D6
5	Jongleur	13,000	5D6
6	Skald	26,000	6D6
7	Troubadour	52,000	7D6
8	Bard	110,000	8D6
9	Master Bard	225,000	9D6
10	10 th level Master Bard	340,000	9D6+1*
11	11 th level Master Bard	455,000	9D6+2*
12	12 th level Master Bard	570,000	9D6+3*
13	13 th level Master Bard	685,000	9D6+4*
14	14 th level Master Bard	800,000	9D6+5*

*Constitution adjustments no longer apply.

<u>Level</u>	<u>Title</u>	<u>Additional Languages</u>	<u>Lore</u>
1	Busker	0**	10%
2	Rhymer	0	17%
3	Lyrlist	1	23%
4	Minstrel	0	30%
5	Jongleur	1	36%
6	Skald	0	43%
7	Troubadour	1	49%
8	Bard	0	56%
9	Master Bard	1	62%
10	10 th level Master Bard	0	69%
11	11 th level Master Bard	1	75%
12	12 th level Master Bard	0	82%
13	13 th level Master Bard	1	88%
14+	14 th level Master Bard	0	95%

**None except those allowed by Intelligence 13+

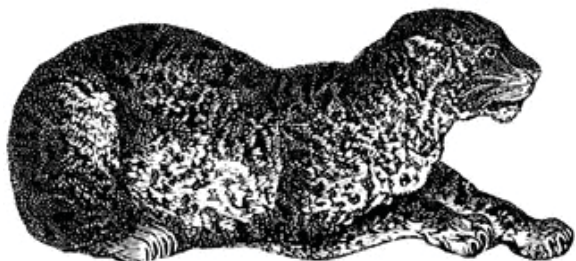
BEASTMASTER

Beastmasters are individuals with a special affinity for the natural world and beasts in particular, and all have the power to communicate, influence, and even control many types of animal. Some beastmasters acquire these abilities by chance, being lost or abandoned in the wilds and learning the ways of the natural world. Many, however, are trained by another beastmaster, for it is the way of these individuals to pass their lore to their offspring, father to son and mother to daughter.

The prime requisite of beastmasters is Strength, something nature knows and respects. Beastmasters with a 13-15 in Strength gain a +5% bonus to earned experience; those with a Strength of 16+ gain a +10% bonus. **Characters must have a minimum Charisma score of 9 to be a beastmaster.**

RESTRICTIONS: Beastmasters use eight-sided dice (d8) to determine their hit points. Beastmasters shun the trappings of civilization and will not wear man-made armor, nor use shields. Similarly, they will only use the most primitive of weapons: spears, clubs, daggers, and short bows. 1st level beastmasters receive only **one-half** the normal gold for a beginning character. Beastmasters may achieve a maximum of 36th level of experience. They use the Monster Attacks matrix for combat **as if a monster of the same hit dice** (maximum 9+ HD monster at 10th level or greater). Beastmasters use the same saving throw table as clerics; they may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: Beastmasters have exceptional senses and are only surprised on a roll of a "1," not a 1-2. They have the same concealment in the outdoors as a halfling. Beastmasters can manufacture armor from the skins and hides of slain animals; the armor class of these pelts is the same as the original animal -1 (for example, hide armor from a grizzly bear would be AC 7, one point worse than a grizzly's natural AC of 6). All hide armors are considered to be the same bulk as leather armor (movement rate of 90'). When foraging, beastmasters can always locate food in the wilderness (no roll needed) and beastmasters can automatically identify and interpret any animal tracks they find.



The beastmaster's main ability is a rapport with animals and ability to communicate with the same. There are 12 different animal languages a beastmaster can learn (the player and DM may invent others as necessary); they are:

- Avian (the language of birds, bats, and flying creatures)
- Canine (the language of dogs, wolves, coyotes, etc.)
- Elephantine (the language of elephants and their kin)
- Feline (the language of cats, lions, tigers, etc.)
- Mustelid (the language of weasels, badgers, wolverines, ferrets, etc.)
- Piscean (the language of fish, whales, and creatures of the sea)
- Rodent (the language of rats, squirrels, mice, etc. as well as rabbits)
- Saurian (the language of reptiles and amphibians)
- Simian (the language of the apes, monkeys, and ape-like creatures)
- Ungulate (the language of hooved herbivores including camel, deer, cattle, giraffe, horses, pigs, rhinos, goats, hippos, etc.)
- Ursine (the language of bears and their prehistoric kin)
- **Optional: Ancient Beast** (the language of dragons and mythical beasts)

Beastmasters begin with knowledge of two animal languages at 1st level. For every two levels of experience gained, they may learn an additional language (so +1 language at levels 3rd, 5th, 7th, etc.). If the Ancient Beast language is allowed, it is suggested that it be restricted to characters of at least *Name* (9th) level and higher.

The ability to speak an animal's language also gives the beastmaster the ability to use three different abilities: **Call, Befriend, and Master.**

Calling – By crying out in the animal's language, the beastmaster can summon any desired (and present) animal within a radius of 1 mile. The hit dice of the animal summoned cannot exceed twice the level of the beastmaster; multiple animals of the same type may be summoned as long as they do not exceed this hit dice limit. The animal(s) arrive in 1D10 rounds.

Befriending – The character can make a Reaction roll for any animal(s) present whose language is known. Success (9+) indicates the animal will serve the beastmaster for 24 hours, to the best of its ability (Morale determined by the character's Charisma score). The character can befriend a number of animals at one time that do not exceed twice the beastmaster's level of experience in total hit dice. Animals with hit dice exceeding the beastmaster's level cannot be befriended.



Mastering – The character can make an animal a permanent retainer with a successful Reaction roll (just like hiring an NPC). The animal cannot have more hit dice than the beastmaster’s level and characters cannot master more animals than their maximum retainer limit (as determined by Charisma). Mastered animals released from service remain friendly, but can never again be mastered by the same beastmaster.

Beastmasters never have normal hirelings or retainers and never build strongholds. A beastmaster that reaches *Name* (9th) level can claim a particular stretch of wilderness as a domain under his or her guardianship. This can be a forest, a mountain, an island or any area that can be traveled in a single day and night. All beasts within this protectorate know and respect the beastmaster and the Wild Lord may automatically **befriend** any animal in the area without a dice roll.

<u>Level</u>	<u>Title</u>	<u>Exp. Points</u>	<u>Hit Dice</u>
1	Wildling	0	1D8
2	Beast Heart	1,900	2D8
3	Gangrel	3,800	3D8
4	Feral Hero	7,600	4D8
5	Warden	15,000	5D8
6	Wild Brother/Sister	30,000	6D8
7	Wild Guardian	60,000	7D8
8	Wild Champion	120,000	8D8
9	Wild Lord	250,000	9D8
10	10 th level Wild Lord	380,000	9D8+3*
11	11 th level Wild Lord	510,000	9D8+6*
12	12 th level Wild Lord	640,000	9D8+9*
13	13 th level Wild Lord	770,000	9D8+12*
14	14 th level Wild Lord	900,000	9D8+15*

**Constitution adjustments no longer apply.*

BOUNTY HUNTER

Bounty hunters are characters that hunt individuals for pay. While the most notorious are little more than hired assassins, many bounty hunters prefer the option of taking their prey alive due to the additional money live prisoners will command. With few exceptions, bounty hunters will take any job...if the pay is right.

The prime requisite of bounty hunters is Strength; a bounty hunter with a Strength of 13-15 gains an additional +5% on earned experience points, and one with a 16+ in Strength gains a +10% bonus. **Bounty hunters must have a minimum Dexterity of 9.**

RESTRICTIONS: Bounty hunters use six-sided dice (d6) to determine their hit points. Because of their need to travel with speed, they wear no armor heavier than chain mail, and they do not use shields. They may wield any type of missile weapon and use any one-handed melee weapon, preferring to keep one hand free for grappling in melee combat. Bounty hunters may achieve a maximum of 36th level of experience. They use the same attack table as fighters of the same level, and use the same saving throw table as thieves. A bounty hunter may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: Bounty hunters have the ability to **track** and **read tracks** (determining the number and type of prey) equal to 50% +5% per level of experience (maximum of 95%). This chance of tracking decreases by 5% for every day that has passed since the tracks were made, and decreases an additional 5% for every hour of rain or snow fall since the tracks were made.

Bounty hunters have the ability to **open locks** and **hide in shadows**, exactly as a thief. They may also **find traps** as a thief of the same level, and may **set snares and traps** with an equal chance of success. In addition, when striking an opponent with surprise a bounty hunter may **waylay** his victim with a fist or blunt weapon. A normal attack roll is made and, if successful, the bounty hunter does double damage and knocks the target unconscious for a number of minutes equal to the damage caused. If the waylaid target is of equal or greater level or hit dice to the bounty hunter, it may make a save versus death ray to avoid losing consciousness.

Bounty hunters never build strongholds or establish domains.



Level	Title	Exp. Points	Hit Dice
1	Tracer	0	1D6
2	Tracker	1,600	2D6
3	Trapper	3,200	3D6
4	Stalker	6,400	4D6
5	Blood Hound	13,000	5D6
6	Quarry Man	26,000	6D6
7	Targeteer	52,000	7D6
8	Huntsman	105,000	8D6
9	Master Hunter	220,000	9D6
10	10 th level Master Hunter	335,000	9D6+2*
11	11 th level Master Hunter	450,000	9D6+4*
12	12 th level Master Hunter	565,000	9D6+6*
13	13 th level Master Hunter	680,000	9D6+8*
14	14 th level Master Hunter	795,000	9D6+10*

*Constitution adjustments no longer apply.

CENTAUR

Centaur's are demi-humans that appear to be a combination of both human and horse. Centaur's look human from the waist up; however, that waist joins the body of a horse where the horse's neck would be.

The prime requisite of a centaur is Dexterity; a centaur with a Dexterity of 13-15 gains an additional 5% bonus on earned experience points, and a centaur with a Dexterity of 16 or better receives a +10% bonus. **A character must have a minimum of 9 in both Strength and Constitution to be a centaur.**

RESTRICTIONS: Centaur's roll eight-sided dice (d8) to determine hit points; however, at 1st level the centaur begins with TWO hit dice, unlike other character classes. The only armor a centaur can wear is horse barding, although they may also use shields. A centaur may wield any weapon in combat. Centaur's achieve a maximum of 7th level. They attack as a monster of the same hit dice as themselves (so as a 2 HD monster at 1st level) and they roll saving throws as if a fighter with levels equal to their hit dice. Because of their size and physiology, centaur's can have difficulty entering and maneuvering within buildings and dungeon environments, and are more suitable to wilderness adventures. They may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: Even without armor, centaur's have a natural armor class of 7. They move very quickly (180' per turn, 60' per round in combat) and can carry the same load as a riding horse (up to 3,000cns with no movement penalty or up to 6,000cns at half speed). Centaur's speak Common, centaur, and elvish in addition to any languages known for a high Intelligence score.

In melee combat, centaur's may strike with two hooves (damage D6 each) instead of a melee weapon. Centaur warriors of 3rd level or greater may strike with both hooves AND a weapon in melee combat.

Centaur's have the ability to **track** and **read tracks** (determining the number and type of prey) equal to 50% +5% per level of experience (maximum of 85%). This chance of tracking decreases by 5% for every day that has passed since the tracks were made, and decreases an additional 5% for every hour of rain or snow fall since the tracks were made.

Centaur's never build strongholds or establish dominions. A herd leader of 7th level may establish a territory (no larger than what he or she can traverse in a single day)

and attracts 2D10 centaur followers who will look to the character as for leadership and guidance.

<u>Level</u>	<u>Title</u>	<u>Exp. Points*</u>	<u>Hit Dice</u>
1	Centaur Youth	0	2D8
2	Centaur Scout	8,000	3D8
3	Centaur Warrior	17,000	4D8
4	Centaur Hero	35,000	5D8
5	Centaur Champion	70,000	6D8
6	Centaur Elder	140,000	7D8
7	Centaur Herd Leader	280,000	8D8

**Note: if using the B/X Companion rules for higher level play, centaur's may continue to receive bonuses for the accumulation of experience points. Centaur's receive a +1 bonus to attack rolls for each increment of 500,000XP achieved (so +1 at 500,000, +2 at 1,000,000, etc.), a +1 bonus to saving throws for each increment of 1,000,000XP achieved (so +1 at 1,000,000, +2 at 2,000,000, etc.). Centaur's stop receiving bonuses at 3,000,000XP.*



DUELIST

Duelists are characters that specialize in the art and science of **fencing**, the use of the sword in combat. Relying on wit, distance, and timing, they wear little or no armor, preferring to use their blades for both attack and defense.

The prime requisite of a duelist is Dexterity; a duelist with a Dexterity of 13-15 gains an additional +5% on earned experience points, and one with a 16+ in Dexterity gains a +10% bonus. **All duelists must have a minimum Intelligence of 9.**



RESTRICTIONS: Duelists use eight-sided dice (d8) to determine their hit points. They do not use shields and never wear armor heavier than leather, as heavier armor would restrict their footwork and movement. They may wield any type of weapon but prefer the rapier or small sword (normal or short sword), as these weapons allow them special advantages (see below). Duelists may achieve a maximum of 36th level of experience. They use the same attack table as fighters of the same level, and use the same saving throw table as thieves. A duelist may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: Duelists add double the normal Dexterity bonus to their armor class and individual initiative rolls. They may choose to wield a dagger or cape in their off-hand to help in combat, and doing so gives them a bonus of +1 to armor class (as if using a shield). A duelist has the same ability to **climb walls** and **move silently** as a thief of equal level.

Duelists using a one-handed sword add a bonus to melee damage equal to one-half their level of experience (round up); creatures that do not possess vital organs (like plants, constructs, and undead) are immune to this bonus damage. If an opponent misses with a melee attack, a duelist may make an immediate **lightning riposte** (normal attack roll) to take advantage of his foe's mistake; this extra attack is in addition to the duelist's normal attack for the round.

In place of an attack, a duelist may choose to **disarm** a foe: a normal attack is rolled, but instead of inflicting damage the foe must make a saving throw versus magic wands; failure indicates the opponent's weapon flies D6 yards from his grasp.

Duelists may build a castle or stronghold at any time, provided they can afford it; however, most choose to roam rather than settling down, picking fights of honor or selling their services, depending on their whim. A settled duelist of *Name* (9th) level will attract D6 protégés wishing to study under the duelist's tutelage. These 1st level bravos will pay 10-40 gold per month for training when the duelist is not out adventuring.

<u>Level</u>	<u>Title</u>	<u>Exp.</u>	<u>Hit Dice</u>
1	Bravo	0	1D8
2	Rake	1,700	2D8
3	Ruffian	3,400	3D8
4	Rogue	6,800	4D8
5	Killer	14,000	5D8
6	Assassin	28,000	6D8
7	Fencer	56,000	7D8
8	Bladesman	115,000	8D8
9	Master Swordsman	230,000	9D8
10	10 th level Master Swordsman	345,000	9D8+2*
11	11 th level Master Swordsman	460,000	9D8+4*
12	12 th level Master Swordsman	575,000	9D8+6*
13	13 th level Master Swordsman	690,000	9D8+8*
14	14 th level Master Swordsman	805,000	9D8+10*

**Constitution adjustments no longer apply.*

GNOME

Gnomes are demi-humans that resemble dwarves, but they are smaller with longer noses. They den in burrows in forests and are clever with carving and mechanical apparatus. Being related to faeries, they have some skill with magic.

The prime requisite of a gnome is Wisdom; a gnome with a Wisdom of 13-15 gains an additional 5% bonus on earned experience points, and gnomes with a Wisdom of 16 or better receive a +10% bonus. **A character must have a minimum Dexterity of 9 to be a gnome.**

RESTRICTIONS: Gnomes roll six-sided dice (d6) to determine hit points. Due to their small size they have the same limitation with weapons as halflings. They may wear any armor. Gnomes can achieve a maximum of 9th level. They attack as a thief and have the same saving throws as a dwarf. They may use any magical item.



SPECIAL ABILITIES: All gnomes speak Common, gnome, dwarf, and kobold in addition to any languages known for Intelligence. Due to their small size, gnomes receive a +1 bonus to armor class. They can **open locks** and **remove traps** as a thief of equal level. Gnomes have the same infravision as dwarves.



Gnomes are inherently magical and may select one spell from the **Gnome Spell List** (next chapter) for each level of experience, including 1st level. The maximum level spell that can be selected is shown on the chart below. Gnomes do not memorize spells; they know them inherently. Casting spells is fatiguing, though, and a gnome may not cast more spells per day than his or her level of experience.

A gnome who reaches 9th level and builds a burrow in a new forest area will attract 10-40 gnomes seeking to form a clan. A gnome clan should be treated in all respects as a dwarf clan; see the **B/X Companion** for more information. Gnomes do not construct magic items, nor engage in spell research.

<u>Level</u>	<u>Title</u>	<u>Exp. Points*</u>	<u>Hit Dice</u>	<u>Max Spell Level</u>
1	Gnome Burrower	0	1D6	1 st
2	Gnome Warrior	3,000	2D6	
3	Gnome Adept	6,000	3D6	2 nd
4	Gnome Hero	12,000	4D6	
5	Gnome Magician	24,000	5D6	3 rd
6	Gnome Warden	50,000	6D6	
7	Gnome Champion	100,000	7D6	4 th
8	Gnome Elder	200,000	8D6	
9	Gnome Clan Chief	400,000	9D6	5 th

Note: if using the **B/X Companion rules for higher level play, gnomes may continue to receive bonuses for the accumulation of experience points. Gnomes receive a +1 bonus to attack rolls for each increment of 500,000XP achieved (so +1 at 500,000, +2 at 1,000,000, etc.), a +1 bonus to saving throws for each increment of 1,000,000XP achieved (so +1 at 1,000,000, +2 at 2,000,000, etc.). Gnomes stop receiving bonuses at 3,000,000XP. They do not receive multiple attacks.*

OGRE-KIN

Ogre-kin are demi-humans of mixed human and ogre (or possibly Neanderthal) stock. They are taller and stronger than humans, and are decidedly primitive in appearance.

The prime requisite of an ogre-kin is Strength; an ogre-kin with a Strength of 13-15 gains an additional 5% bonus on earned experience points, and one with a Strength of 16 or better receives a +10% bonus. **A character must have a minimum of 9 in Constitution to be an ogre-kin.**

RESTRICTIONS: Ogre-kin roll eight-sided dice (d8) to determine hit points but add +1 additional hit point to the roll in addition to Constitution adjustments. They may wear any armor, so long as it is fit to their large bodies (triple the normal cost), and they may use any weapon, save bows and crossbows. Ogre-kin can achieve a maximum of 11th level and use the same attack and saving throw tables as fighters. They may use any magic item as a fighter provided it is of appropriate size. Ogre-kin suffer a -1 penalty to Reaction rolls except with giants and ogres.

SPECIAL ABILITIES: Ogre-kin are strong enough to use two-handed weapons with one-hand and do not lose initiative when doing so. They receive a +1 bonus to attack and damage rolls in melee combat in addition to any bonuses for a high strength, and they have double the normal encumbrance allowance (though armor sized to an ogre-kin weighs twice as much). Their tough hide gives them a +1 bonus to their AC. Ogre-kin speak Common (poorly) as well as the language of giants and ogres.

Ogre-kin who can afford it can build a stronghold at any time, but will usually do so far away from normal human settlements.

<u>Level</u>	<u>Title</u>	<u>Exp. Points</u>	<u>Hit Dice</u>
1	Ogre-Kin Bruiser	0	1D8+1
2	Ogre-Kin Warrior	2,400	2D8+2
3	Ogre-Kin Wrecker	4,800	3D8+3
4	Ogre-Kin Hero	9,600	4D8+4
5	Ogre-Kin Bone-Breaker	19,200	5D8+5
6	Ogre-Kin Skull-Crusher	39,000	6D8+6
7	Ogre-Kin Champion	80,000	7D8+7
8	Ogre-Kin Juggernaut	160,000	8D8+8
9	Ogre-Kin Brute Lord	320,000	9D8+9
10	10 th level Brute Lord	640,000	9D8+11*
11	11 th level Brute Lord	960,000	9D8+13*

*Constitution adjustments no longer apply.

MOUNTEBANK

Mountebanks are frauds and shysters extraordinaire, using trickery, sleight of hand, and good old fashion fast talk to help separate marks from their gold. Some of the mountebanks' skills seem magical in nature, and they often pass themselves off as magicians or alchemists; however, their skills are mainly physical, not mystical.

The prime requisite for mountebanks is Intelligence; a mountebank with an Intelligence of 13 or better gains an additional +5% on earned experience points, and mountebanks with Intelligence of 16 or better gain a +10% bonus. **All mountebanks must have a minimum Dexterity of 9.**

RESTRICTIONS: Mountebanks use four-sided dice (d4) to determine their hit points. They never wear armor or use shields, preferring loose clothing with numerous folds and hidden pockets. They may wield any type of weapon but prefer easily concealable ones and missile weapons. Mountebanks may achieve a maximum of 36th level of experience. They use the same attack table as magic-users of the same level, and use the same saving throw table as thieves.

SPECIAL ABILITIES: A mountebank may **pick pockets**, **move silently**, and **backstab**, all as a thief of the same level. A mountebank of 4th level or higher gains the ability to **read languages** (provided they are literate), as a thief.

Mountebanks can **disguise** themselves to look like any humanoid of roughly the same size (though creative use of padding and extensions can make them appear larger or taller). Their chance of passing unnoticed is the same as a thief of equal level's skill at hiding in shadows.



A mountebank may substitute his Intelligence bonus (13-15 +1, 16-17 +2, 18 +3) **instead of** Charisma when making reaction rolls to represent the shyster's ability to lie and tell people what they want to hear. A mountebank of 15th level or better can cast the equivalent of a **confusion** spell by weaving an outrageous and convoluted tale.



Mountebanks can manufacture **smoke powder** for use in making grand entrances and quick escapes. The bomb does no damage, but makes a flash and a cloud of smoke that quickly clears. Characters looking in the direction of the smoke powder explosion must save versus petrification or be stunned (no action) for the round. Smoke powder costs 100gp per flash to manufacture.

While mountebanks of any level can brew fake elixirs and tonics that produce no noticeable effect, a mountebank of *Name* (9th level) or higher may attempt to brew actual magic potions with the same cost and components as per magic item construction; however, there is always a chance the potion will backfire or fail in some spectacular fashion. Whether or not the potion was brewed successfully cannot be known until it is actually drunk; it always appears to have been brewed correctly (chance of success equal to 50% + the mountebank's level; for example a 10th level mountebank has a 60% chance of successfully brewing a magic potion).

Mountebanks may attempt to use any magic item, even those restricted to non-mountebank classes (including spell scrolls). However, use of such a restricted item always carries a flat 25% chance of failure (checked by the DM). Failure always means the item backfiring or failing in some spectacular fashion.

Mountebanks can buy or build a home, castle, or storefront as soon as such is affordable, though many prefer to remain on the move (and keep ahead of any swindled victims and enemies). The only way a mountebank will ever become a dominion ruler is through impersonation of a warlord, wizard, or patriarch.

<u>Level</u>	<u>Title</u>	<u>Exp. Points</u>	<u>Hit Dice</u>
1	Cheat	0	1D4
2	Fraud	1,200	2D4
3	Bilker	2,400	3D4
4	Swindler	4,800	4D4
5	Pretender	9,600	5D4
6	Huckster	19,000	6D4
7	Con Man	38,000	7D4
8	Charlatan	76,000	8D4
9	Mountebank	150,000	9D4
10	10 th level Mountebank	245,000	9D4+2*
11	11 th level Mountebank	340,000	9D4+4*
12	12 th level Mountebank	435,000	9D4+6*
13	13 th level Mountebank	530,000	9D4+8*
14	14 th level Mountebank	625,000	9D4+10*

*Constitution adjustments no longer apply.

MYSTIC

Mystics are individuals who withdraw from normal society to stare deep within their souls and discover their own personal power. Living lives of contemplation and solitude, they can be enticed to adventure because of the experience and self-knowledge such activity brings.

The prime requisite for mystics is Wisdom. Mystics with a Wisdom of 13 or better gain a +5% on earned experience; those with a Wisdom of 16 or better gain a +10% on earned experience. **A character must have a minimum Constitution of 9 to become a mystic.**

RESTRICTIONS: Mystics roll six-sided dice (d6) to determine their hit points. They never wear armor and do not use shields. Mystics have no martial training and will never carry any weapon more dangerous than a staff or walking stick. They may achieve a maximum of 36th level of experience. Mystics use the same attack table as magic-users, but make saving throws as clerics of the same level; they may use any magic item, even those restricted to other classes.

SPECIAL ABILITIES: Mystics are used to long periods of activity with little or no food and can go a number of days equal to their level with no ill effect. Mystics are natural healers and have the ability to **bind wounds**, healing any injured individual 1D4 hit points. An injured creature can only benefit from one such ministrations per day.

Because of their attunement to the world around them, mystics have the ability to **detect evil** and **detect magic** at will, exactly like the spell. If using the *B/X Companion* rules, a mystic of 15th level has the ability to project astrally, just like a magic-user.

Through meditation and contemplation, the mysteries of the universe unfold for the mystic. At every level, the mystic selects one spell from the **Mystic Spell List** in the next chapter; the maximum spell level that may be revealed is determined by the mystic's level of experience, as shown on the chart below. Mystics do not "memorize" spells; spells are known innately. However, the casting of spells is fatiguing and a mystic may only cast a limited number of spells per day; **the maximum number of spells the mystic may cast daily is equal to her level of experience or Constitution score, whichever is lower.**

Mystics never build strongholds or establish domains, preferring to live in isolation, perhaps in a cave or on a mountain top. A mystic of *Name* (9th) level will attract 2D12 normal humans wishing to learn and study the ways

of enlightenment, but only D4 of these followers will have what it takes to become full-fledged mystics.



Level	Title	Exp. Points	Hit Dice	Max. Spell Level
1	Augur	0	1D6	1 st
2	Oracle	1,400	2D6	
3	Ascetic	2,800	3D6	2 nd
4	Diviner	5,500	4D6	
5	Fakir	11,000	5D6	
6	Sage	22,000	6D6	3 rd
7	Swami	44,000	7D6	
8	Prophet	88,000	8D6	
9	Guru	170,000	9D6	
10	10 th level Guru	270,000	9D6+1*	4 th
11	11 th level Guru	370,000	9D6+2*	
12	12 th level Guru	470,000	9D6+3*	
13	13 th level Guru	570,000	9D6+4*	
14	14 th level Guru	670,000	9D6+5*	
15	15 th level Guru	770,000	9D6+6*	5 th
16	16 th level Guru	870,000	9D6+7*	
17	17 th level Guru	970,000	9D6+8*	
18	18 th level Guru	1,070,000	9D6+9*	
19	19 th level Guru	1,170,000	9D6+10*	
20	20 th level Guru	1,270,000	9D6+11*	
21	21 st level Guru	1,370,000	9D6+12*	6 th

*Constitution adjustments no longer apply.

SCOUT

Scouts are humans skilled in swift movement, exploration, and reconnaissance. Tough and independent, they act as advance guards for the adventuring party.

The prime requisite of a scout is Dexterity. Scouts with a Dexterity of 13 or better gain a +5% on earned experience; those with a Dexterity of 16 or better gain a +10% on earned experience. **A character must have a minimum Constitution of 9 to be a scout.**

RESTRICTIONS: Scouts roll eight-sided dice (d8) to determine their hit points. They never wear armor heavier than leather lest it hinder their movement, and they do not carry shields. Scouts are proficient with all types of missile weapons, but will not use two-handed melee weapons. Scouts may reach a maximum of 36th level of experience. They use the same attack tables as thieves and use the same saving throw table as fighters. A scout may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: Scouts have the ability to **track** and **read tracks** (determining the number and type of prey) equal to 50% + 5% per level of experience (maximum of 95%). This chance of tracking decreases by 5% for every day that has passed since the tracks were made, and decreases an additional 5% for every hour of rain or snow fall since the tracks were made. Scouts can conceal themselves in the outdoors as a halfling and they **hear noise** as a thief of the same level.

Scouts move swiftly and adding an extra 30' per turn to their normal movement rate (+10' faster per round in combat). Scouts have an excellent sense of direction and are only ever lost in the wilderness on a roll of 1 on a D6. When traveling alone, scouts can surprise monsters on a 4 in 6 chance, like a bugbear.

Scouts are wanderers by nature and never establish dominions.

<u>Level</u>	<u>Title</u>	<u>Exp. Points</u>	<u>Hit Dice</u>
1	Lookout	0	1D8
2	Spotter	1,300	2D8
3	Rover	2,600	3D8
4	Escort	5,200	4D8
5	Outrider	10,400	5D8
6	Ranger	21,000	6D8
7	Pathfinder	42,000	7D8
8	Explorer	85,000	8D8
9	Eminent Explorer	170,000	9D8
10	10 th level Eminent Explorer	260,000	9D8+1*
11	11 th level Eminent Explorer	350,000	9D8+2*
12	12 th level Eminent Explorer	440,000	9D8+3*
13	13 th level Eminent Explorer	530,000	9D8+4*
14	14 th level Eminent Explorer	620,000	9D8+5*

**Constitution adjustments no longer apply.*



SUMMONER

Summoners are spell casters who receive their magic not from spell books or divine inspiration, but from pacts and bargains made with supernatural powers. There are six specializations of summoner: demonologists (specializing in demons), elementalists (specializing in the four elements), spiritualists (specializing in spirits and the supernatural), naturalists (specializing in the primal animal powers), necromancers (specializing in the undead), and faerie friends (specializing in faerie). All summoners start with one specialty, and have the opportunity to learn others as they grow in power.



The prime requisite of a summoner is Intelligence. Summoners with an Intelligence of 13 or better gain a +5% on earned experience points; those with an Intelligence of 16 or better gain a +10% on earned experience. **A character must have a minimum Charisma of 9 to become a summoner.**

RESTRICTIONS: Summoners roll four-sided dice (d4) to determine their hit points. Because of their “fast road to power,” they can wear any armor and may use any

weapon or shield. Summoners may achieve a maximum of 36th level of experience; they use the same attack and saving throw tables as magic-users. A summoner may use any magic item not restricted to a specific class.

SPECIAL ABILITIES: Summoners choose one specialization at 1st level, indicating the pact he or she has made with a particular supernatural authority. They may make a new pact with an additional authority at levels 4th, 9th, 16th, 25th, and 36th. Each pact made provides access to the spells in the **Summoner Spell List** listed for that particular specialization. For example, a 9th level summoner specializing in demonology and necromancy has access to all spells in the demonologist and necromancer spell lists. All pacts require some *quid pro quo* from the summoner; these are described in the next chapter.

Summoners do not memorize spells. Instead a summoner has a number of **favor points** equal to his or her level of experience. Casting a spell costs the summoner a number of favor points equal to the spell level. If a summoner has fewer favor points remaining than a spell’s level, the spell cannot be cast. Spent favor points are restored at the beginning of each game day. For example, a 5th level bondsman has five favor points to spend; if he casts a 3rd level spell, he’ll have only enough favor points remaining to cast one 2nd level spell or two 1st level spells for the rest of the day. The summoner’s level determines the maximum level of favor he may ask.

Summoners may build strongholds and establish domains any time they feel they have enough power and resources to do so. Summoners never attract followers or students; the path of the summoner is a solitary one.

Level	Title	Exp. Points	Hit Dice	Max Spell Level
1	Charmer	0	1D4	1 st
2	Caller	2,300	2D4	
3	Contact	4,600	3D4	2 nd
4	Ally	9,200	4D4	
5	Bondsman	18,500	5D4	3 rd
6	Binder	37,000	6D4	
7	Chainer	74,000	7D4	4 th
8	Master	145,000	8D4	
9	Summoner	290,000	9D4	5 th
10	10 th level Summoner	435,000	9D4+1*	
11	11 th level Summoner	580,000	9D4+2*	6 th
12	12 th level Summoner	725,000	9D4+3*	
13	13 th level Summoner	870,000	9D4+4*	7 th
14	14 th level Summoner	1,015,000	9D4+5*	
15	15 th level Summoner	1,160,000	9D4+6*	8 th

*Constitution adjustments no longer apply.

TATTOO MAGE

Tattoo mages are magic-users that inscribe their bodies with spells, turning their flesh into living repositories of spell knowledge. In effect, they become walking, breathing spell books.

The prime requisite of the tattoo mage is Intelligence. Those with an Intelligence of 13 or better gain a +5% on earned experience; mages with an Intelligence of 16 or better receive a +10%. **A character must have a minimum Constitution of 9 to become a tattoo mage.**

RESTRICTIONS: Tattoo mages roll six-sided dice (d6) to determine their hit points. They never use shields or wear armor, as they must have free access to their tattoos to use their magic; high level tattoo mages wear less and less clothing as they expose more of their bodies to illustration. They can use any weapon. They may achieve a maximum of 36th level of experience. Tattoo mages use the same attack table as thieves, and make their saving throws as a magic-user of the same level. They can use any magic item available to magic-users except scrolls, wands, and staves.

SPECIAL ABILITIES: Tattoo mages do not use spell-books; instead their spells are permanently tattooed on their bodies. Tattoo mages do not need to study or memorize their spells; instead they simply touch a tattoo to activate it. Using tattoo magic is draining to the mage, but as they increase in level they gain the capacity to handle more tattoos. Each tattoo can be activated **once** per day.

Tattoo mage starts with two 1st level spells, inscribed by the character's master. At every additional level through 8th the master inscribes one additional spell chosen by the apprentice. The table below shows the maximum level of spell that can be acquired; all spells are chosen from the magic-user spell lists based on experience. Characters have a limited amount of space on their bodies to tattoo spells:

Location	# of Tattoos
Left Arm/Hand/Shoulder	4
Right Arm/Hand/Shoulder	4
Left Leg/Foot	5
Right Leg/Foot	5
Front Torso (Chest to Groin)	8
Back	6
Neck	1
Face	2
Skull (Back and Top)	2

Although tattoo mages use the same spell lists as magic-users, they never learn spells of greater than 8th level. Spells of 7th and 8th level take up double the normal space on the mage's body (the illustration for such powerful spells are larger), reducing the total number of spells a character can possess. Once a spell is inscribed, it can never be changed.

A tattoo mage of *Name* (9th) level achieves the ability to inscribe magical tattoos, and this is the only way the mage can acquire more after leaving her master. New tattoos must be researched just like normal magic-user **spell research**. The character can tattoo herself with one spell per level (starting at 9th level) though limited by the space remaining on her body. The DM may require the character to acquire special ink or materials as for scribing scrolls.

Name level tattoo mages don't usually establish dominions, but may choose to build a stronghold or opulent mansion. Those that do will attract D4 individuals wishing to learn the secrets of tattoo magic from the character, but the mage is under no obligation to take on students. Choosing to do so means a commitment of training the characters through 8th level, though much of that time the apprentices will be off on adventures.

Level	Title	Exp. Points	Hit Dice	Max. Spell Level
1	Inked Medium	0	1D6	1 st
2	Dyed Seer	2,100	2D6	
3	Colored Conjurer	4,200	3D6	
4	Painted Magician	8,400	4D6	2 nd
5	Decorated Enchanter	17,000	5D6	
6	Illuminated Warlock	34,000	6D6	
7	Illustrated Sorcerer	68,000	7D6	3 rd
8	Tattooed Magus	136,000	8D6	
9	Tattooed Master	270,000	9D6	
10	10 th level Master	405,000	9D6+1*	4 th
11	11 th level Master	540,000	9D6+2*	
12	12 th level Master	675,000	9D6+3*	
13	13 th level Master	810,000	9D6+4*	5 th
14	14 th level Master	945,000	9D6+5*	
15	15 th level Master	1,080,000	9D6+6*	
16	16 th level Master	1,215,000	9D6+7*	6 th
17	17 th level Master	1,350,000	9D6+8*	
18	18 th level Master	1,485,000	9D6+9*	
19	19 th level Master	1,620,000	9D6+10*	7 th
20	20 th level Master	1,755,000	9D6+11*	
21	21 st level Master	1,890,000	9D6+12*	
22	22 nd level Master	2,025,000	9D6+13*	8 th

*Constitution adjustments no longer apply.

WITCH

Witches are spell-casters who use ritual and sympathetic magic to have supernatural effect on the natural world. Often misunderstood and demonized, witches can be of any alignment and are both good and evil. Most witches are women and share a feeling of sisterhood with each other.

Witches have two prime requisites: Intelligence and Wisdom. Witches with an Intelligence or Wisdom of 13 or better receive a +5% on earned experience; those with both an Intelligence and Wisdom of 13 or better gain a +10% on earned experience.

RESTRICTIONS: Witches roll four-sided dice (d4) to determine their hit points. They do not wear armor nor use shields, and their weapons are restricted to the sword, staff, and athame (dagger), all of which are used in their magic. Witches can achieve a maximum of 36th level of experience. They have the same attack and saving throws as magic-users, and may use any magic item usable by magic-users.

SPECIAL ABILITIES: Witches are well versed in natural and alchemical lore and may brew magical potions beginning at 6th level, just like a wizard or alchemist. A witch of any level can **bind wounds**, healing an injured individual 1D4 hit points. An injured individual can only benefit from one such ministration per day.

Every witch has a **Book of Shadows** in which she scribes her spells. At every level (including 1st level) witches add a number of spells from the **Witch Spell List** to their book **equal to 1 plus any bonus for Intelligence**. The maximum level spell a witch can cast is shown on the table below; however, witches may scribe ANY spell from the spell list provided it doesn't exceed her maximum casting level adjusted by any Wisdom bonus. For example, a 10th level high priestess can cast spells of 1st through 4th level; however, if her Wisdom is 16 (+2 bonus) she may scribe spells of 5th and 6th level in her Book of Shadows, too.

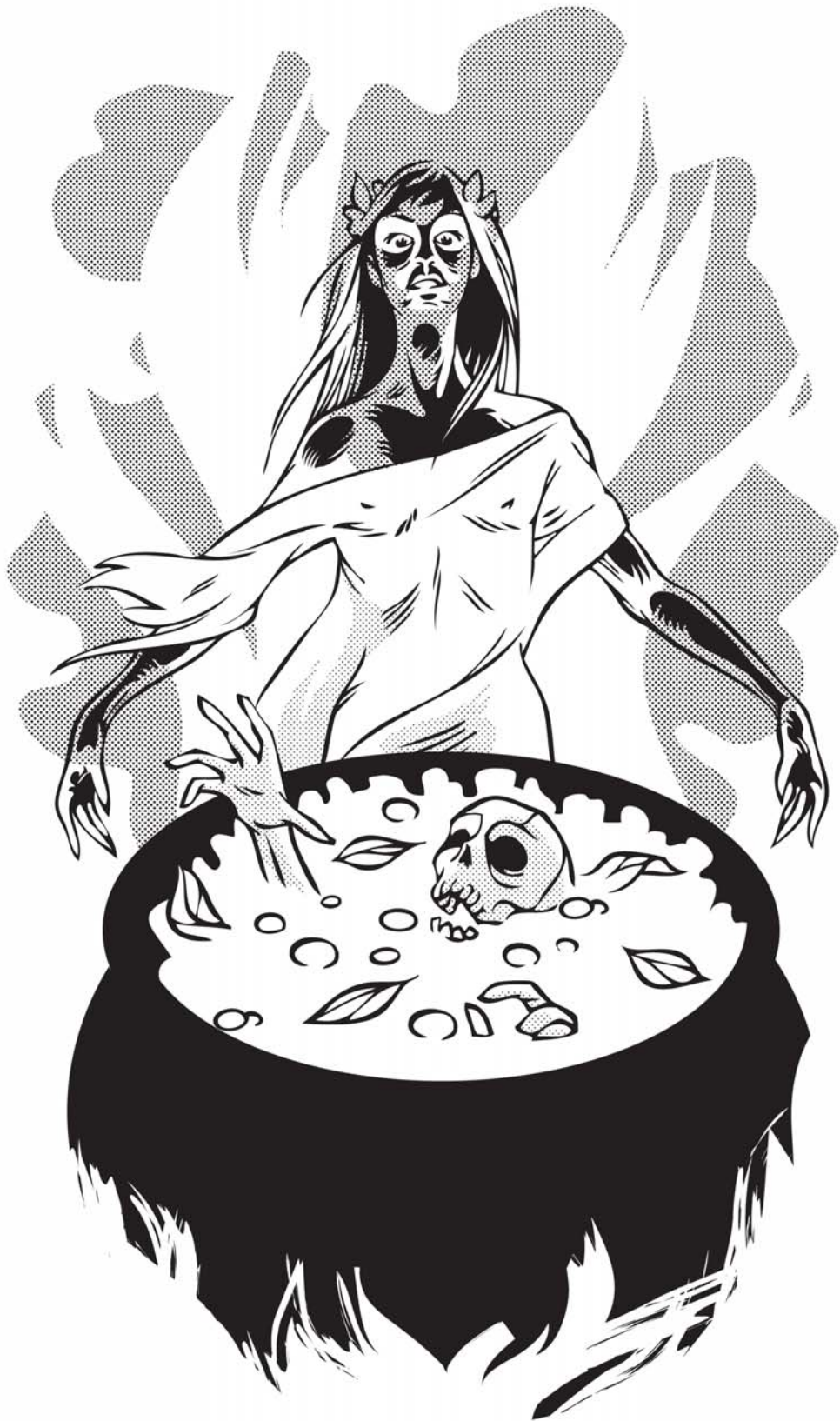
Witches often work together when casting spells; the witch casting the spell (the **Circle Leader**) adds the levels of all assisting witches to her own level to determine the maximum level spell that can be cast. If the 10th level priestess in the earlier example wanted to cast a 7th level spell, she would need the help of additional witches whose total levels of experience add to 11 (the priestess's effective level then being equal to 10th + 11 = 21st level ability; enough to cast a 7th level spell). Witches must be present (within sight of the leader) to lend assistance. Spells are not memorized by witches but crafted using

ritual and material components; the main limit to their spell work is **time and money**, as detailed in the next chapter.

Witches may build a home or stronghold whenever they have the money to do so. When a known witch of *Name* (9th) level has settled in a place, she will attract 2D6 1st level witches seeking to form a **coven** (a gathering of witches) under her teaching and leadership. When working magic with a coven, the high priestess receives the same bonus to her effective level as described above. The high priestess is always the circle leader of her coven.

Level	Title	Exp. Points	Hit Dice	Max Spell Level
1	Fortune Teller	0	1D4	1 st
2	Soothsayer	1,900	2D4	
3	Wise Woman/Man	3,800	3D4	2 nd
4	Craft Worker	7,600	4D4	
5	Craft Matron/Patron	15,000	5D4	
6	Bruja	30,000	6D4	3 rd
7	Initiate	60,000	7D4	
8	Secret Keeper	120,000	8D4	
9	High Priestess/Priest	255,000	9D4	4 th
10	10 th level Priestess	390,000	9D4+1*	
11	11 th level Priestess	525,000	9D4+2*	
12	12 th level Priestess	660,000	9D4+3*	5 th
13	13 th level Priestess	795,000	9D4+4*	
14	14 th level Priestess	930,000	9D4+5*	
15	15 th level Priestess	1,065,000	9D4+6*	6 th
16	16 th level Priestess	1,200,000	9D4+7*	
17	17 th level Priestess	1,335,000	9D4+8*	
18	18 th level Priestess	1,470,000	9D4+9*	
19	19 th level Priestess	1,605,000	9D4+10*	
20	20 th level Priestess	1,740,000	9D4+11*	
21	21 st level Priestess	1,875,000	9D4+12*	7 th
22	22 nd level Priestess	2,010,000	9D4+13*	
23	23 rd level Priestess	2,145,000	9D4+14*	
24	24 th level Priestess	2,280,000	9D4+15*	
25	25 th level Priestess	2,415,000	9D4+16*	8 th
26	26 th level Priestess	2,550,000	9D4+17*	
27	27 th level Priestess	2,685,000	9D4+18*	
28	28 th level Priestess	2,820,000	9D4+19*	
29	29 th level Priestess	2,955,000	9D4+20*	
30	30 th level Priestess	3,090,000	9D4+21*	9 th
31	31 st level Priestess	3,225,000	9D4+22*	
32	32 nd level Priestess	3,360,000	9D4+23*	
33	33 rd level Priestess	3,495,000	9D4+24*	
34	34 th level Priestess	3,630,000	9D4+25*	
35	35 th level Priestess	3,765,000	9D4+26*	
36	36 th level Priestess	3,900,000	9D4+27*	10 th

*Constitution adjustments no longer apply



WITCH HUNTER

Witch hunters are individuals that combine tracking skill with a knowledge of mysticism and ritual magic. All are avid students of arcane lore, and have trained themselves to track down spell casters, undead, and the supernatural.

The prime requisite of witch hunters is Wisdom; a witch hunter with a 13-15 in Wisdom gains an additional 5% bonus to earned experience, and a witch hunter with a 16 or better gains a 10% bonus. **A character must have a minimum Charisma of 9 to be a witch hunter.**

RESTRICTIONS: Witch hunters use six-sided dice (d6) to determine their hit points. Because of their need to travel quickly, they wear no armor heavier than chain mail, though they may carry shields. They may use any weapon. They can achieve a maximum of 36th level of experience. Witch hunters use the same attack table as fighters of the same level and use the same saving throw table as clerics. They may use any magic item not restricted to a specific class. Witch hunters never build strongholds or establish dominions, living dedicated, itinerant lives.

SPECIAL ABILITIES: Witch hunters can **turn undead** as a cleric of half their own level (for example, an 8th level witch hunter may turn undead like a 4th level cleric). In addition, they receive a +1 bonus to hit any kind of undead, demon, or devil.

Witch hunters have the ability to **track** and **read tracks** (determining the number and type of prey) equal to 50% + 5% per level of experience (maximum of 95%). This chance of tracking decreases by 5% for every day that has passed since the tracks were made, and decreases an additional 5% for every hour of rain or snow fall since the tracks were made. Witch hunters have the ability to **find traps** as a thief of the same level, and may **set snares** with an equal chance of success.

At 7th level the witch hunter gains the ability to **read magic** (as the spell) at will, though attempting to cast a spell from a scroll always carries a 10% chance of failure. Prior to 7th level, the witch hunter may attempt to **decipher** magical writings (thus knowing what is written, though not being able to cast any written spells); however, the chance of success is only 50%.

Finally a witch hunter gains the ability to cast the following spells as he or she rises in experience. Each spell may only be cast once per day:



1st Level - **Detect Magic**
 3rd Level - **Detect Evil**
 5th Level - **Locate Object**
 7th Level - **Dispel Magic**
 9th Level - **Remove Curse**
 11th Level - **Dispel Evil**
 13th Level - **Commune**
 15th Level - **Holy Word+**
+this spell can be found in the B/X Companion.

Witch hunters never cast **reversed** spells.

Level	Title	Exp. Points	Hit Dice
1	Zealot	0	1D6
2	Fanatic	1,800	2D6
3	Denouncer	3,600	3D6
4	Crusader	7,200	4D6
5	Inquisitor	14,400	5D6
6	Witch Finder	29,000	6D6
7	Exorcist	58,000	7D6
8	Grand Inquisitor	115,000	8D6
9	Witch Hunter General	240,000	9D6
10	10 th level W.H. General	365,000	9D6+2*
11	11 th level W.H. General	490,000	9D6+4*
12	12 th level W.H. General	615,000	9D6+6*
13	13 th level W.H. General	740,000	9D6+8*
14	14 th level W.H. General	865,000	9D6+10*

**Constitution adjustments no longer apply.*

SPELL LISTS FOR NEW CLASSES

The final section in this book provides the new spell lists and descriptions for each of the new spell casting classes: **Gnomes, Mystics, Summoners, and Witches**. Many of the spell descriptions are found in other books, including the Basic and Expert rule sets referenced in the **Introduction** and the *B/X Companion*. Where such is the case it is noted, rather than reprinting the description (this is due in part to space restrictions and in part to respect for copyright). Many of the spells though are entirely new.

As was stated at the beginning of the book, it is hoped that the information here will spur your imagination and provide you with ideas for your own fantasy campaigns. Dragon Masters can feel free to restrict, limit, or change any spells that seem "too powerful" or that are inappropriate to their game. Players of the "normal" B/X spell casting classes (clerics, elves, and magic-users) might find some of the spells listed are interesting enough that they wish to "adapt" them to their own class using the normal rules for new spell research.

GNOME SPELL LIST

A gnome learns one spell for each level of experience (up to a maximum of 9 spells). If the spell known is **reversible** (*), the gnome knows both versions. Casting spells fatigue gnomes; a gnome may not cast more spells per day than his or her level of experience; for example, a 5th level gnome could cast up to 5 spells per day. The spells cast may be selected from any spells known.

First Level Gnome Spells

- | | |
|-----------------------|-----------------------|
| 1. Cure Light Wounds* | 3. Read Magic |
| 2. Detect Magic | 4. Speak with Animals |

Second Level Gnome Spells

- | | |
|-------------------|---------------------|
| 1. Know Alignment | 3. Phantasmal Force |
| 2. Mirror Image | 4. Ventriloquism |

Third Level Gnome Spells

- | | |
|--------------------------|----------------------|
| 1. Growth of Animals | 3. Massmorph |
| 2. Hallucinatory Terrain | 4. Speak with Plants |

Fourth Level Gnome Spells

- | | |
|-----------------|------------------------|
| 1. Call Animals | 3. Snake Charm |
| 2. Remove Fear* | 4. Speak with Monsters |

Fifth Level Gnome Spells

- | | |
|--------------------|---------------------------|
| 1. Control Weather | 3. Rune |
| 2. Move Earth | 4. Transmute Rock to Mud* |

FIRST LEVEL GNOME SPELLS

Cure Light Wounds*

Range: 0

Duration: Permanent

This spell and its reverse, **cause light wounds**, operate exactly as the 1st level cleric spell.

Detect Magic

Range: 60'

Duration: 2 turns

This spell operates exactly as the 1st level cleric spell.

Read Magic

Range: Self

Duration: 1 turn

While this spell is similar to the 1st level magic-user spell, it allows a gnome to use any type of spell scrolls regardless of the caster type.

Speak with Animals

Range: 30'

Duration: 6 turns

Except that it is 1st level, this spell operates exactly like the 2nd level cleric spell of the same name.

SECOND LEVEL GNOME SPELLS

Know Alignment

Range: 10'

Duration: 1 round

This spell operates exactly as the 2nd level cleric spell of the same name.

Mirror Image

Range: Self

Duration: 6 turns

This spell operates exactly as the 2nd level magic-user spell of the same name.

Phantasmal Force

Range: 240'

Duration: Concentration

This spell operates exactly as the 2nd level magic-user spell of the same name.

Ventriloquism

Range: 60'

Duration: 2 turns

Except that it is 2nd level, this spell operates exactly as the 1st level magic-user spell.

THIRD LEVEL GNOME SPELLS

Growth of Animals

Range: 120'

Duration: 12 turns

This spell operates exactly as the 3rd level cleric spell.

Hallucinatory Terrain

Range: 240'

Duration: See below

Except that it is 3rd level, this spell operates exactly as the 4th level magic-user spell of the same name.

Massmorph

Range: 240'

Duration: See below

Except that it is 3rd level, this spell operates exactly as the 4th level magic-user spell of the same name.

Speak with Plants

Range: 30'

Duration: 3 turns

Except that it is 3rd level, this spell operates exactly as the 4th level cleric spell of the same name.

FOURTH LEVEL GNOME SPELLS

Call Animals

Range: 30'

Duration: 10 Turns + the level of the caster in Turns

This spell operates exactly as the 6th level cleric spell found in the *B/X Companion*.

Find the Path

Range: Self

Duration: 6 Turns + the level of the caster in Turns

This spell operates exactly as the 6th level cleric spell found in the *B/X Companion*.

Remove Fear*

Range: 120'

Duration: 2 turns

Except as noted above (and the fact that it is 4th level), this spell operates exactly as the 1st level cleric spell of the same name.

The reverse spell, **cause fear**, forces the target to save versus spells or run away in fear. The target's save receives a penalty equal to the caster's level.

Speak with Monsters

Range: 30'

Duration: 1 round per level of gnome

This spell operates exactly as the 6th level cleric spell found in the *B/X Companion*.

FIFTH LEVEL GNOME SPELLS

Control Weather

Range: See below

Duration: Concentration

Except that it is 5th level, this spell operates exactly as the 6th level magic-user spell of the same name.

Move Earth

Range: 240'

Duration: 6 turns

Except that it is 5th level, this spell operates exactly as the 6th level magic-user spell of the same name.

Rune

Range: 0

Duration: Permanent

Except that it is 5th level, this spell operates exactly as the 8th level magic-user spell of the same name found in the *B/X Companion*.

Transmute Rock to Mud*

Range: 120'

Duration: 3-18 days or permanent

This spell and its reverse, **transmute mud to rock**, operates exactly as the 5th level magic-user spell.

MYSTIC SPELL LIST

A mystic learns one spell for each level of experience. As there are 36 possible spells to learn, a 36th level mystic

will know ALL the listed spells. Casting spells fatigue mystics; a mystic may not cast more spells per day than his or her level of experience or Constitution score, whichever is lower. The spells cast may be selected from any spells known. Mystic spells are not **reversible**.

First Level Mystic Spells

- | | |
|-------------------|-------------------------|
| 1. Cure Wounds | 4. Perception |
| 2. Inner Strength | 5. Protection from Evil |
| 3. Omen | 6. Resist Elements |

Second Level Mystic Spells

- | | |
|-----------------|-------------------------------|
| 1. Cure Disease | 4. Exorcism |
| 2. Detect Aura | 5. Locate Object |
| 3. Dreams | 6. Prot. from Evil 10' radius |

Third Level Mystic Spells

- | | |
|----------------------|-----------------|
| 1. Dispel Magic | 4. Remove Curse |
| 2. Levitate | 5. Visions |
| 3. Neutralize Poison | 6. Warding |

Fourth Level Mystic Spells

- | | |
|------------------|---------------|
| 1. Dispel Evil | 4. Tongues |
| 2. Mind Fortress | 5. Truesight |
| 3. Mystic Flame | 6. Water Walk |

Fifth Level Mystic Spells

- | | |
|------------------|-------------------|
| 1. Enlightenment | 4. Minor Miracle |
| 2. Holy Word | 5. Part Water |
| 3. Iron Will | 6. Word of Recall |

Sixth Level Mystic Spells

- | | |
|-----------------|-------------------|
| 1. Awe | 4. Omniscience |
| 2. Imbue Object | 5. Rune |
| 3. Miracle | 6. Transcend Pain |

FIRST LEVEL MYSTIC SPELLS

Cure Wounds

Range: 0

Duration: Permanent

The mystic can cure D8 hit points of damage +1 hit point per level of the mystic. This spell has no effect on the undead, spirits, or demons.

Inner Strength

Range: Self

Duration: 1 turn

The mystic's Strength score is increased to 18 for the duration of the spell.

Omen

Range: Self

Duration: See below

By studying his surroundings and listening to his "inner voice of truth," the mystic may gain insight into the wisdom of a particular course of action. The player may ask the DM one "yes" or "no" question and the DM should provide a suitable answer (a dove alighting or a sun break in the clouds for "yes;" ominous thunder or the shadow of a bird of prey for "no," for example).

Perception

Range: Self

Duration: 1 turn

The mystic is able to heighten all his senses such that he can automatically discover secret doors or traps or fight without vision (using hearing, smell, etc.). The effect lasts one turn, enough time for a single type of search or single encounter.

Protection from Evil

Range: Self

Duration: 12 turns

This spell operates exactly as the 1st level cleric spell.

Resist Elements

Range: Self

Duration: 6 turns

This spell provides all the benefits of both the clerical spells **resist fire** and **resist cold**, allowing the mystic to survive in desert or arctic conditions without discomfort for the duration of the spell.

SECOND LEVEL MYSTIC SPELLS

Cure Disease

Range: 30'

Duration: Permanent

Except that it is 2nd level, this spell operates exactly as the 3rd level cleric spell.

Detect Aura

Range: 100'

Duration: 1 round

The mystic is allowed to study an individual within range and know its alignment tendencies (Lawful, Neutral, or Chaotic), as well as get some sense of the individual's health and well-being. Exceptionally evil creatures have a darker or black taint to their aura.

Dreams

Range: 0

Duration: See below

The casting of this spell allows the mystic to have a premonitory dream of the future. The dream may well be cryptic or symbolic, but should have noticeable events, animals, or colors that will mean something to the mystic upon awakening. A mystic of 9th level may cast this spell on someone other than himself, allowing that individual to have a **dream** of future events pertinent to his or her own course.

Exorcism

Range: 60'

Duration: Instant

The mystic may force a spirit or possessing force (including ghosts, wendigos, wizards using **magic jar**, etc.) out of the body it possesses. The possessor is allowed a save versus spells to resist.

Locate Object

Range: 120'

Duration: 6 turns

Except that it is 2nd level, this spell operates exactly as the 3rd level cleric spell.

Protection from Evil, 10' radius

Range: Self

Duration: 12 turns

Except that it is 2nd level, this spell operates exactly as the 4th level cleric spell.

THIRD LEVEL MYSTIC SPELLS

Dispel Magic

Range: 120'

Duration: Permanent

This spell operates exactly as the 3rd level magic-user spell of the same name.

Levitate

Range: Self

Duration: 6 turns + 1 turn per level of mystic

This spell operates exactly as the 2nd level magic-user spell of the same name.

Neutralize Poison

Range: 0

Duration: Permanent

Except that it is 3rd level, this spell operates exactly as the 4th level cleric spell of the same name.

Remove Curse

Range: 0

Duration: Permanent

This spell operates exactly as the 3rd level cleric spell.

Visions

Range: 0

Duration: Instant

The mystic has a waking dream of the future. The vision had will be in answer to a particular course of action; for example, "if we make camp here, what will happen," or "what will we see should we take the right hand passage." Since the future is constantly in motion, changing the course of action may change the future. The vision will never be more than 24 hours in the future.

Warding

Range: Self

Duration: 6 turns

By means of this spell, the mystic becomes completely immune to one form of damage. The type of damage may be a specific weapon (swords, spears, arrows, etc.), a specific environmental hazard (fire, lightning, poison gas, etc.), or a specific type of magical spell (cleric, magic-user, witch, dragon, etc.). The mystic is completely immune to the warded damage type for the duration of the spell.

FOURTH LEVEL MYSTIC SPELLS

Dispel Evil

Range: 30'

Duration: Instant or 1 turn

Except that it is 4th level, this spell operates exactly as the 5th level cleric spell of the same name.

Mind Fortress

Range: Self
Duration: 1 day

Except that it is 5th level, this spell operates exactly as the 8th level magic-user spell of the same name found in the **B/X Companion**.

Mystic Flame

Range: 70'
Duration: See below

The mystic conjures a magical flame of a color based on the caster's temperament. The flame can be used in one of the following three ways:

- Cast in a hearth or brazier, it will burn forever providing light to all within a 50' radius and giving all characters of the same alignment as the mystic a +2 bonus to saving throws.
- Held in the mystic's hand, it can be carried as a light source with a 30' radius, revealing traps and secret doors. It lasts till extinguished by the mystic.
- Cast at the end of the mystic's staff, it provides a light of 20' radius and will prevent most demons, undead, and spirits from entering the area of illumination. The mystic cannot move or take any action besides concentrating on the flame or it will go out. Creatures with Hit Dice greater than the mystic's level may make a save versus spells to enter the lighted area.

Tongues

Range: Self
Duration: 6 turns

For the duration of the spell, the cleric may speak with and understand the language of any intelligent creature capable of language or speech.

Truesight

Range: 120'
Duration: 1 turn + 1 round per level of mystic

This spell operates exactly as the 6th level cleric spell found in the **B/X Companion**.

Water Walk

Range: Self
Duration: 1 round per level of mystic

The mystic is able to walk upon any liquid surface (including mud and lava) as if it was solid land.

FIFTH LEVEL MYSTIC SPELLS

Enlightenment

Range: 100'
Duration: See below

The mystic designates a single target in range (a building, creature, or item) and instantly knows everything about it: its history, capabilities, alignment, magical powers, etc. The DM can provide whatever information the player requests regarding the target in question, though nothing may be written down while the DM is providing the information. Once the character has received this "burst of knowledge" it is up to the player's own memory to retain it; **enlightenment** fades with time.

Holy Word

Range: 50'
Duration: Instant

Except that it is 5th level, this spell operates exactly as the 7th level cleric spell of the same name found in the **B/X Companion**.

Iron Will

Range: Self
Duration: 1 round per level of mystic

While the spell is in effect, the mystic feels no pain; any damage sustained has no effect on the mystic and he can continue to operate and function even if reduced to 0 (or fewer) hit points. Magic that holds or slows the mystic's movement or that would transform the mystic (like petrification or polymorph) have no effect for the duration of the spell. If the mystic has 0 hit points or less at the expiration of the spell, the character dies as normal.

Minor Miracle

Range: See below
Duration: See below

The mystic is able to perform a minor miracle, including raising an individual from the dead, healing an individual of all damage and detrimental effects, changing a particular past course of action that resulted in tragedy, changing the weather for an entire day, or transmuting one inanimate substance to another. The DM is the final arbiter of what can be accomplished by a minor miracle.

Part Water

Range: 120'
Duration: 6 turns

This spell operates exactly as the 6th level magic-user spell of the same name.

Word of Recall

Range: Special
Duration: Instant

Except that the spell is 5th level, it operates exactly as the 6th level cleric spell found in the *B/X Companion*.

SIXTH LEVEL MYSTIC SPELLS

Awe

Range: 100'
Duration: Instant

Casting this spell reveals the mystic’s power inner essence in all its glory to individuals within range. The dazzling display will make all individuals stop what they’re doing for one round and stare. Thereafter, any creature wishing to harm the mystic or those who accompany him must make a save versus spells to attack, and those that succeed still suffer a -4 to attack rolls. The spell effects last until the mystic leaves the presence of those affected.

Imbue Object

Range: 0
Duration: See below

By means of this spell, the mystic may “charge” an object with magical ability. The object must be non-magical and non-living and small enough that the mystic can hold it in both hands. It takes one turn to place a single spell within the item and the mystic may only imbue spells of 1st through 5th level that are already known by the mystic. The mystic may imbue a maximum number of spells equal to his level of experience. Once the imbue process is complete, the item may be used by anyone designated by the mystic; each spell bestowed may only be used once. A weapon that has been imbued counts as magical for the purpose of hitting monsters, though it does not provide bonuses to hit or damage.

Miracle

Range: See below
Duration: See below

This spell allows the mystic to accomplish a major miracle such as healing a destroyed individual to full health AND curing him of all physical and mental maladies (even if reduced to ashes), restoring a character of all levels lost to **energy drain**, returning an aged person to youthfulness, averting (or causing) major natural disasters, changing the weather for an entire season, or removing all magical

powers from a permanent magic item. The DM is the final arbiter of what can be accomplished by a miracle.

Omniscience

Range: 100'
Duration: See below

Similar to the spell **enlightenment** but applies to all objects, places, and creatures within range as the mystic becomes one with the universe for one brief, glorious moment.

Rune

Range: 0
Duration: Permanent

This spell operates exactly as the 8th level magic-user spell found in the *B/X Companion*.

Transcend Pain

Range: Self
Duration: See below

The mystic becomes immune to damage of any sort. The spell will last only as long as it takes the mystic to perform a single task (swim across a river of lava, fight a single opponent, etc.) and never more than one round per level of the mystic. The mystic’s possessions are NOT immune to damage effects, only the mystic’s body. The character is also immune to level drain, poison, and death magic while the spell remains in effect.

SUMMONER SPELL LIST

Summoners learn their spells by entering into **pacts** (agreements) with supernatural powers. Each pact provides the summoner with a number of spells detailed below.

The summoner’s first pact is received at 1st level and costs the summoner nothing except the **pact requirements** (see below). A summoner may learn additional pacts as he increases his level of experience, but it costs the summoner an investment of both time and money:

Pact	Minimum Level	Cost to Learn	Time to Learn
1 st Pact	1 st level	None	None
2 nd Pact	4 th level	8,000gps	4 weeks
3 rd Pact	9 th level	90,000gps	9 weeks
4 th Pact	16 th level	160,000gps	16 weeks
5 th Pact	25 th level	500,000gps	25 weeks
6 th Pact	36 th level	720,000gps	36 weeks

The time and money is spent chasing down ancient grimoires that provide the magical rites and keys necessary to contact the supernatural powers with whom the summoner makes the pact.

Each pact has **pact requirements** that must be met in order for the summoner to learn and use any of the spells. Failure to abide by the agreement of the pact results in the summoner losing the corresponding spells until amends are made. In the case of willful breaking of pact agreement, loss of spells may be permanent at the DM's discretion.

Each spell costs a number of **favor points** equal to the spell's level to cast. A summoner's pool of favor points is equal to his level of experience. The summoner regains all spent favor points at the beginning of each day.

Demonologist Spells

- | | |
|------------------------|---------------------------|
| 1. Detect Evil | 5. Invisible Stalker |
| 2. Demon Armaments | 6. Possession |
| 3. Contact Lower Plane | 7. Treat with Demon Power |
| 4. Lesser Demon | 8. Greater Demon |

Elementalist Spells

- | | |
|---------------------------|--------------------------|
| 1. Resist Elements | 5. Summon Prime Element |
| 2. Elemental Boon | 6. Conjure Elemental |
| 3. Elemental Gifts | 7. Summon Efreeti/Djinni |
| 4. Conj. Lesser Elemental | 8. Call Elemental Ruler |

Faerie Friend Spells

- | | |
|-----------------|---------------------|
| 1. Faerie Speak | 5. Faerie Lore |
| 2. Summon Pooka | 6. Faerie Ring |
| 3. Summon Fae | 7. Call Faerie Lord |
| 4. Faerie Arms | 8. Summon Dragon |

Naturalist Spells

- | | |
|-----------------------|------------------------|
| 1. Prot. from Animals | 5. Summon Large Animal |
| 2. Speak with Animals | 6. Animal Horde |
| 3. Call Animals | 7. Call Animal Avatar |
| 4. Animal Lore | 8. Call Ruinous Power |

Necromancer Spells

- | | |
|--------------------|------------------------|
| 1. Banish Undead | 5. Undead Healing |
| 2. Speak with Dead | 6. Create Undead |
| 3. Animate Dead | 7. Life Unliving |
| 4. Summon Undead | 8. Call Greater Undead |

Spiritualist Spells

- | | |
|-----------------------|--------------------------|
| 1. Detect Magic | 5. Spirit Vision |
| 2. Spectral Knowledge | 6. Inhabit Objects |
| 3. Spectral Forces | 7. Summon Greater Spirit |
| 4. Dispel Evil | 8. Spirit Power |

DEMONOLOGIST SPELLS

Demon Pact: Demons are notoriously fickle, evil, malicious, and chaotic. On the other hand, they are not too picky with whom they work! There is no initial pact requirement for becoming a demonologist but many of the spells learned have "strings" attached to them due to the nature of the powers with whom the summoner is dealing.

1st Level - Detect Evil

Range: 120'

Duration: 6 turns

This spell operates exactly as the 1st level cleric spell. The summoner has learned to recognize evil through his deals with demonic powers.

2nd Level – Demon Armaments

Range: 0

Duration: 1 day

With this spell, the summoner can conjure magical weapons or armor for his personal use. The items are of demonic origin and always radiate evil and magic, and a **dispel evil** spell will banish them. The weapon or armor summoned is determined randomly on the appropriate magic item table; summoners of 1st through 3rd level should use the Basic Set table, summoners of 4th through 14th level should use the Expert Set tables, and summoners of 15th level or greater should use the tables found in the *B/X Companion* (the basic and expert tables can be found in the appendix of this book). To retain the weapon or armor for more than one day, the summoner may expend an additional 2 favor points and bathe the item in blood for every extra day; cursed items last forever unless first **removed** then **dispelled**.

3rd Level – Contact Lower Plane

Range: Self

Duration: See below

Despite the name, this spell is equal in all respects to the 5th level magic-user spell **contact higher plane**, save one: the chance of insanity is 20% higher.

4th Level – Lesser Demon Summoning

Range: 10'

Duration: See below

This spell summons a demon with seven Hit Dice or less to do the bidding of the demonologist; see the **B/X Companion** for sample demons. The demon is uncontrolled and the summoner will need to strike a bargain with the thing before it will perform any services. Bargaining is conducted using the normal Reaction tables; offers of fresh blood or willing souls will generally provide a bonus to the roll. Once the deal has been struck, the demon may still seek to twist the wording of the deal to its own benefit or malevolent pleasure.

5th Level – Invisible Stalker

Range: 10'

Duration: See below

This spell summons a mindless, invisible demon to do the summoner's bidding and is equivalent in all ways to the 6th level magic-user spell of the same name.

6th Level - Possession

Range: 60'

Duration: See below

This spell summons a possessing demon that will invade and control a target creature within range. The target receives a save versus spells; failure indicates the target is taken over by the demon. The demon-controlled target is under no compulsion to obey the summoner, but can be bargained with and will generally follow any directive that allows it to indulge in bloodshed, mayhem, and mischief. The demon may use all the normal abilities, skills, and spells of the creature possessed. The demon can be banished from the body with an **exorcism** or **dispel evil** spell; otherwise it is banished immediately if the possessed body is killed.

7th Level – Treat with Demonic Power

Range: See below

Duration: See below

With this spell, the demonologist can contact a fiendishly powerful entity like a demon prince or duke of hell and bargain for service. The summoner will need to offer blood and souls (his own or others) in exchange for the creature's boon and will need to succeed at a Reaction roll modified by the offer. A summoner of 17th level or less will only be able to contact a minor power, capable of granting the equivalent of a **minor miracle** (see the mystic spell of the same name); while those of 18th level or higher can receive a boon equivalent to a full **miracle** or

even a **wish** spell. As with wishes, DMs should work to twist the summoner's request such that it generates mischief, trouble, and misery for the character; only a fool or the truly crazed/desperate would attempt to deal with such a monster.

8th Level – Greater Demon Summoning

Range: 10'

Duration: See below

This spell is much the same as the 4th level spell, **lesser demon summoning**, but it may summon any type of demon so long as the creature's Hit Dice do not exceed the demonologist's level of experience. This spell can be used to call a **bane lord** (see the **B/X Companion** for info) if the summoner is at least 25th level.

ELEMENTALIST SPELLS

Elemental Pact: Elemental forces (fire, earth, air, and water) are surprisingly self-interested and heated rivals with one another. An elemental may not call on one power without possibly offending another, and all elementals enjoy worship and the sacrifice of valuables on their "altars" (i.e. buried underground, dropped in the ocean, burned to a cinder, or tossed from a cliff or great height). Failing to offer sacrifice once a month, or calling on more than one elemental power in a month results in a 50% chance of spell failure (though favor points are still expended by the attempt).

1st Level – Resist Elements

Range: Self

Duration: 6 turns

This spell is exactly as the 1st level mystic spell.

2nd Level – Elemental Boon

Range: See below

Duration: 1 day

The summoner asks for aid from the elemental lords; the type of boon received depends on the element chosen (only one boon is granted). From water the elemental receives the boon of **water breathing**; from fire the caster receives a ball of fire the summoner may carry without harm (in all ways similar to a ball of **continual light**); from air the elemental receives a wind strong enough to fill a ship's sails (any degree beneath "gale force" per water travel); from earth the elemental receives **growth of plants**, just as the 4th level magic-user spell. The duration of any boon granted is one day.

3rd Level – Elemental Gifts

Range: 0

Duration: 1 day

The elementalist may summon an enchanted weapon or suit of armor seemingly worked from the very substance of the element (a sword of ice or fire, mail of scintillating diamond or misty clouds, etc.). The specific type of armor or weapon is chosen by the summoner; the enchantment of the item is determined by the caster's level: **+1** up through 5th level, **+2** if level 6th through 10th, and **+3** for 11th level or higher. Swords summoned by elementalists of the 15th level or greater are **vorpals** (as described in the *B/X Companion*). The elemental gift may only be used by the summoner that conjured the item.

4th Level – Conjure Lesser Elemental

Range: 240'

Duration: See below

This spell is exactly the same as the 5th level magic-user spell, **conjure elemental**, except that the elemental summoned has only eight hit dice.

5th Level – Summon Primal Element

Range: See below

Duration: See below

The elementalist can ask a major boon of an elemental power; the type of boon being dependent on the element petitioned. For water, the spell is the equivalent of **wall of ice**; for fire the spell is the equivalent of **wall of fire**; for earth the spell is the equivalent of **wall of stone**; and for air, the spell is the equivalent of **control weather**. All spells function exactly as the magic-user spell of the same name. The wall spells may be cast in various simple shapes instead of actual walls (for example a **ring of fire** or a **cube of stone**) so long as the dimensions remain unchanged; the DM is final arbiter over what constitutes a "simple shape."

6th Level – Conjure Elemental

Range: 240'

Duration: See below

This spell is exactly the same as the 5th level magic-user spell of the same name.

7th Level – Summon Efreeti or Djinni

Range: 0

Duration: See below

This spell is the same as the 7th level magic-user spell **summon efreeti** found in the *B/X Companion*, save that it

can also conjure a djinni. An elementalist of 25th level or greater may summon a **marid** (see the *B/X Companion*), but such a powerful being can only be bargained with (Reaction roll), never commanded.

8th Level – Call Elemental Ruler

Range: See below

Duration: See below

The elementalist may use this favor to make contact with the ruler of a particular element in its dimension/plane of existence, and ask it for aid. The DM must determine whether the request is something within the elemental ruler's sphere of authority, but these beings are vast in power. A normal Reaction roll is made, though the roll receives a penalty of -3 for each such favor already asked (granted or not!) within the same year. A score of 2 or less generally results in the summoner's immediate destruction. The elementalist should always have a good reason (and a specific request) in mind when calling these beings; a simple plea for help will generally be ignored.

FAERIE FRIEND SPELLS

Faerie Pact: Faerie folk include elves, sprites, pixies, and leprechauns as well as their "dark faerie" counterparts the goblins, hobgoblins, bugbears, and dokkalfar, though DMs are welcome to change these to suit their campaign cosmology. Faeries expect their friends to "respect" them; not attempting to slay them, providing them with food, and aid when asked, etc. Failure to honor the faeries will result in mischief and curses first (as warnings) prior to spell loss.

1st Level – Faerie Speak

Range: 30'

Duration: 6 turns

The recipient of this spell gains the ability to communicate with any faerie creature (light or dark) for the duration of the spell.

2nd Level – Summon Pooka

Range: See below

Duration: 1 day

This spell summons a pooka, a faerie in the form of an animal. The pooka looks and has the abilities of a normal animal (up to the size of a horse), but is intelligent, understands the summoner and obey his commands (so long as the summoner is in the good graces of the faerie folk). The pooka can act as a guard, a mount, a combatant, or a messenger.

3rd Level – Summon Fae

Range: 30'

Duration: 6 turns + 1 turn per level of summoner

The spell summons a number of lesser faerie (elves, pixies, sprites, leprechauns, goblins, hobgoblins, bugbears) whose total hit dice do not exceed the summoner's level of experience (faeries under one hit dice count as 1 HD each). All faeries summoned must be of the same type; only dark faeries may be summoned underground or indoors. The faeries will do their best to aid the summoner, disappearing when the spell ends or if slain.

4th Level – Faerie Arms

Range: 0

Duration: 1 day

This spell conjures the weapons of war used by faeries. Faerie swords and shields have half the normal encumbrance and are of **+1** enchantment; faerie mail is the equivalent of **chain mail +1**, but is light as a feather. Casting this spell immediately garbs and girds the summoner for battle.

5th Level – Faerie Lore

Range: 0

Duration: 3 turns

Except that the information is delivered by helpful faerie folk, this spell functions exactly the same as the 5th level cleric spell **commune**.

6th Level – Faerie Ring

Range: See below

Duration: Instant

This spell is similar in many ways to the 5th level magic-user spell **teleport**, except that any result of "too high" or "too low" simply results in a **mishap**. So long as the he is in the good graces of the faerie folk, a mishap only results in the summoner being extremely dizzy and nauseous, unable to take any action at all for D4 rounds. Otherwise, the mishap will result in the character materializing with his limbs and organs humorously (or horrifyingly) mixed up (feet on backwards, face on upside down, arms and legs in reverse locations, etc.). Only faerie lord, miracle, wish, or reincarnation spells have the potential to restore the character.

7th Level – Call Faerie Lord

Range: See below

Duration: See below

This spell contacts a faerie lord; a member of the faerie ruling class and a being of immense power. Within his own realm the creature has the ability to provide **minor miracles** (as the 5th level mystic spell) but will only do so with good reason (and a positive Reaction roll). It is left to the DM's discretion to determine what a faerie lord can and cannot do.

8th Level – Summon Dragon

Range: See below

Duration: 1 day

This spell summons a dragon to do the bidding of the faerie friend. Although dragons are not faeries, they have long-standing pacts of their own with the magical creatures. It takes 2D6 turns for the dragon to arrive unless one is close by; the summoner may not call a dragon of more hit dice than he has levels of experience. The duration of service may be extended with the expenditure of more favor points; a dragon will expect to be rewarded for its service and will be upset by a lack of payment or appreciation.

NATURALIST SPELLS

Nature Pact: The animal lords are as old as the world itself and require respect for all their descendants. A naturalist may not harm nor allow to be harmed an animal, and should aid those animals he can. Summoners who do not abstain from eating meat or wearing leather and animal hides receive a penalty of -1 to Reaction rolls with the animal folk, though they may retain their pact spells (assuming it wasn't the summoner that was the butcher/tanner!). None of these spells apply to insects or invertebrates of any kind.

1st Level – Protection from Animals

Range: Self

Duration: 12 turns

This spell will prevent non-magical animals from attacking the summoner, unless the animal has more than double the naturalist's hit dice in levels. Even then, the animal must make a save versus spells to attack the summoner.

2nd Level – Speak with Animals

Range: 30'

Duration: 6 turns

This spell has the same effect as the 2nd level cleric spell of the same name.

3rd Level – Call Animals

Range: See below

Duration: 10 turns + 1 turn per level of summoner

This spell is exactly the same as the 6th level cleric spell of the same name found in the *B/X Companion*.

4th Level – Animal Lore

Range: 300'

Duration: 1 turn

The naturalist may project himself into the mind of any normal animal within range and experience the world through the animal's senses (sight, hearing, smell, etc.). Though the summoner does not control the animal's mind, he can suggest a course of action for the animal that may or may not be followed (Reaction check). Though more than one animal is within range, the naturalist may only sense through one at a time; however, he may switch between different animals until the end of the spell's duration (though no more than one animal per round).

5th Level – Summon Large Animal

Range: See below

Duration: 6 turns + 1 turn per level of summoner

This spell summons giant animals including gargantuan beasts (see the *B/X Companion*), prehistoric animals, and dinosaurs. The spell summons either one or the "number appearing" as given in the monster description (summoner's choice), and creatures summoned will arrive within D6 rounds. The creatures are uncontrolled though the caster may negotiate for a single service (successful Reaction roll needed).

6th Level – Animal Horde

Range: See below

Duration: See below

The spell summons a great mass of animals, capable of overrunning the countryside and trampling armies. The number of animals in the mass is usually ten times their normal "number appearing" but small animals (birds, fish, rodents, etc.) may gather in the hundreds or thousands depending on size and availability. The summoner may do nothing but stand still and concentrate to control the horde or else it will disburse; a successful Reaction roll allows the naturalist to somewhat direct the sea of creatures but failure can result in the summoner being crushed himself. The DM will need to arbitrate the exact effect of the animal horde. The naturalist chooses the type of animal to be summoned; he may not call a horde

of the same animal type more than once per month, though he may call more than one horde.

7th Level – Call Animal Avatar

Range: See below

Duration: See below

With this spell, the summoner calls an animal lord to aid him. Each lord is of a specific type and similar to an **animal of legend** (see the *B/X Companion* for details) but has double the hit dice, is only struck by weapons of +3 or better value, and always deal maximum damage with their attacks. Casting the spell only puts the summoner in contact with the animal lord of choice; the naturalist must then bargain with the lord (Reaction check) to see if it will help him. Aid may take the form of a physical appearance (with or without entourage), the creation of a horde, or any other magical animal effect the DM feels is appropriate to the situation. The same animal lord may not be contacted more than once per year; contacting more than one animal lord in the same month carries a cumulative -1 penalty for each such favor already granted.

8th Level – Call Ruinous Power

Range: See below

Duration: See below

A summoner may call any one of the five **Ruinous Powers** exactly as if using a *grimoire of summoning* (see the *B/X Companion* for details). A naturalist may not use this power more than once per year, and may not summon the same Ruinous Power more than once per decade.

NECROMANCER SPELLS

Death Pact: The dead do not lie quietly and seek to extend their existence in the mortal realm though their time has expired. What's more, they bitterly hate the living and would wrap the world in undeath if they could. That being said, they do not bemoan the destruction of their brethren (only the strong survive), but seek the like-minded. Necromancers must never receive or partake in magical healing or life extension (*potions of longevity*, **raise dead** and **cure** spells, etc.), or lose their necromantic powers.

1st Level – Banish Undead

Range: 60'

Duration: Instant or see below

This spell allows the summoner to **turn undead** as if he were a cleric of the same level. If the result would indicate the undead is destroyed, the necromancer may instead take control of the undead, commanding it as a hireling.

After one turn of control the spell ends, though it may be cast again.

2nd Level – Speak with Dead

Range: 10'

Duration: See below

This spell is exactly the same as the 3rd level cleric spell of the same name found in the *B/X Companion*.

3rd Level – Animate Dead

Range: 60'

Duration: Permanent

Except that it is 3rd level, this spell is exactly the same as the 5th level magic-user spell.

4th Level – Summon Undead

Range: 10'

Duration: 2 turns

The necromancer may summon a lesser undead of a type whose individual hit dice does not exceed the summoner's level. The creature is obedient if not particularly happy to serve. When the spell ends, the creature leaves.

5th Level – Undead Healing

Range: Touch

Duration: Instant

By touching a living creature (standard attack roll) the necromancer may drain an energy level as if he were a wight or wraith. The target creature loses one level (monsters lose one hit dice) and the summoner heals hit points equal to those lost by the victim (though no more than his maximum hit point total). At 15th level necromancers may drain two energy levels with this spell like a specter or vampire. Unlike an actual undead, the victim is allowed a save versus death magic to resist. Any creature drained of all life levels dies and may not be **raised**.

6th Level – Create Undead

Range: 0

Duration: Permanent

By means of this spell, the necromancer can create a permanent undead retainer. The undead can be of any type so long as the summoner's level is at least double the monster's normal hit dice (for example, a 4 hit dice wraith can only be created by a necromancer of 8th level or higher). To cast the spell, the summoner must have a dead humanoid body; he then summons the creature's

soul back from the grave and permanently binds it in its new undead form. The creature counts against the summoner's retainer limit, as determined by Charisma.

7th Level – Life Unliving

Range: Self

Duration: Permanent

This spell can only be cast by a necromancer that has **died**, and then only so long as he has enough favor points remaining (7+) to cast the spell. The caster will come back from the dead at the rising of the next full moon as an undead **revenant**. The revenant is a monster with the same number of hit dice as the necromancer in life (maximum **9**) but hit points are re-rolled using eight-sided dice. The creature no longer advances in levels but is considered a **greater undead** (see the *B/X Companion*) and can only be injured by fire, holy water, or magic (normal weapons have no effect). The revenant regenerates 3 hit points per round if injured and retains all its abilities from life; it is also very strong, doing 2D4 points of damage in melee with its bare hands.

8th Level – Call Greater Undead

Range: See below

Duration: See below

The necromancer may call a **greater undead** (death lord, lich, greater mummy, or vampire lord; see the *B/X Companion*) and one (determined randomly by the DM) will arrive in D8 days in the most expedient manner possible. The summoner can attempt to bargain with the creature by making a standard Reaction roll; if the undead has more hit dice than the necromancer has levels of experience, the difference is **subtracted** from the roll. The undead will only ever provide a single service.

SPIRITUALIST SPELLS

Spirit Pact: Spirits are the souls of the dead that have not continued on to a proper afterlife due to their own choice (rather than being bound to the mortal plane as an undead). Most spirits are completely invisible and insubstantial and only able to affect the world by possessing or inhabiting a proper medium or channel. The spiritualist is expected to facilitate the desires and needs of spirits with whom he comes in contact (though they have interest in the physical world they lack the means to communicate or affect it). Failure to help spirits can result in spell loss (though only Chaotic spiritualists are expected to help malicious spirits like rakshasa and wendigos; see the *B/X Companion* for more information on spirits).

1st Level – Detect Magic

Range: 60'

Duration: 2 turns

This spell is exactly as the 1st level cleric spell.

2nd Level – Spectral Knowledge

Range: 0

Duration: See below

The summoner asks the spirits for information about the object or person touched and the spirits provide some knowledge. The spiritualist receives one piece of information for every round he holds the object/person and the spirits can provide 2D4 pieces of information total. Knowledge gained will be similar to that provided by spells like detect evil, detect magic, know alignment, though other information might include a person's name, class, and marital status, or an object's command words (though not its specific powers).

3rd Level – Spectral Forces

Range: 120'

Duration: 6 rounds

Despite the name, this spell functions exactly like the 5th level magic-user spell **telekinesis**, save that it requires the spell **dispel evil** to banish the spirit and stop the effect; **dispel magic** has no effect.

4th Level – Dispel Evil

Range: 30'

Duration: Instant or 1 turn

Except that it is 4th level, this spell operates exactly as the 5th level cleric spell of the same name.

5th Level – Spectral Vision

Range: Self

Duration: Instant

This spell has the same effect as the 3rd level mystic spell **visions** save that only the spiritualist may have the vision.

6th Level – Inhabit Object

Range: 60'

Duration: 6 turns

Despite the name, this spell functions in all ways like the 6th level cleric spell **animate object** found in the **B/X Companion**, save that it requires the spell **dispel evil** to banish the inhabiting spirit and end the effect; **dispel magic** will not work.

7th Level – Summon Greater Spirit

Range: See below

Duration: See below

This spell calls forth a greater and more active spirit (i.e. a monster) such as a banshee, ghost, rakshasa, or wendigo (see **spirits** in the **B/X Companion**). The spirit will arrive in 2D4 turns unless there is one close by. The spiritualist may negotiate with the spirit to provide a service (including providing information to the summoner), and a normal Reaction roll is made to determine the success of the negotiation. The roll is made with a -2 penalty if the spirit is of a different alignment from the summoner.

8th Level – Spirit Power

Range: Self

Duration: 1 round per level of summoner

The summoner invites the spirits to inhabit his body for a time, providing him with great energy and vigor. The spiritualist Strength is increased to 18 and he may continue to act and function even if his hit points are reduced to 0 or less; he is also immune to the effects of fatigue. The summoner has access to all the spirits' knowledge (generally of the locale where the summoner is). While the spell lasts the summoner seems strange and eerie and receives a -2 penalty to all reaction rolls; when the spell ends the summoner falls into exhausted slumber for no less than an hour.

WITCH SPELL LIST

Witches invent spells like chefs creating recipes, using their knowledge of occult ritual and the mystic power of things found in nature to craft intricate spells. As described in the class section, all witches possess a **Book of Shadows** in which they scribe their spells, adding a number of new spells at each level equal to one plus their Intelligence bonus (if any). Witches with a Wisdom bonus may add spells that are of a higher level than they can cast; while they lack the power to actually work the magic alone, wise witches can still develop the theory, and these more potent rituals may be performed in conjunction with a **Circle** of other witches as earlier explained.

While witches keep a record of their spells in their book, there is no requirement of memorizing the spell like a magic-user or praying for spells like a cleric. Instead the two components required for witches to work magic are **time** and **money**; each spell requires certain ritual actions (chanting, dancing, brewing, etc.) and requires the use of spell components. More powerful spells take longer to cast and require rarer (and thus more expensive) components as illustrated on the following table:

Spell Level	Time	Cost	Minimum* Witch Level
1 st	1 round	20gp	1 st Level
2 nd	1 round	320gp	3 rd Level
3 rd	2 rounds	1,620gp	6 th Level
4 th	3 rounds	5,120gp	9 th Level
5 th	1 turn	12,500gp	12 th Level
6 th	2 turns	25,920gp	15 th Level
7 th	1 hour	48,020gp	21 st Level
8 th	2 hours	81,920gp	25 th Level
9 th	4 hours	131,220gp	30 th Level
10 th	8 hours	200,000gp	36 th Level

*All witches participating in a ritual add their levels to the Circle Leader's to determine their total effective level. For example, three 3rd level witches acting in concert can cast spells as a 9th level caster (i.e. spells 1st through 4th level).

Witch characters must keep track of how much of their money is tied up in "spell components." For example, a 1st level witch may decide to set aside 100gp of her starting money as components; this will give her enough material to cast five 1st level spells without "re-stocking."

To offset costs, witches may collect material components directly from the remains of enchanted creatures (i.e. monsters). The remains of a monster will generally yield spell components equal to its Hit Dice multiplied by 1,000gp worth of material. For every special ability * a creature has, the cost is multiplied by an additional factor; for example, a unicorn (HD 4*) would be worth 8,000gp worth of spell components. It takes one turn (ten minutes) for a witch to collect the useful parts of a creature remains; a witch may spend additional time rendering those remains (powdering, drying, liquefying, and distilling) to increase the yield by 50%, but doing so requires one hour per hit dice of the creature.

It is up to individual DMs to decide what constitutes a "magical creature;" humans (even magic-users) never do, and most humanoid monsters like orcs and bugbears probably don't. Dragons always do, as do corporeal monsters that are only hit by silver or magical weapons (though many **summoned** creatures disappear when slain, leaving no remains).

As an **OPTIONAL RULE**, the truly desperate witch can sacrifice her own body and sanity to power her magic. By sacrificing *two ability score points per level of the spell* (taken from any ability) a witch may cast a spell without paying the component cost; for example, a 5th level spell might be cast by reducing the witch's Strength by 10, or by reducing Constitution and Charisma each by 5. These points return at a rate of 1 per day, and never recover to their full level (only half of the points sacrificed are

regained). Ability scores so lost may never be recovered by any means short of divine intervention.

Witches may share and swap spells with each other, though most are loath to do so outside their own group or coven, and spells exchanged are limited to those a witch could normally learn (as determined by Wisdom). A witch that loses her **Book of Shadows** will have to start building a new one from scratch, though she may remember and recover a number of spells equal to her level of experience, scribing one spell per day in the new book,

If a witch knows a spell then she automatically knows the **reverse** spell, if any, and may cast it by performing the normal ritual/incantation backwards.

First Level Witch Spells

- | | |
|-----------------|--------------------------|
| 1. Beauty* | 11. Perception |
| 2. Charm Person | 12. Prepare Food* |
| 3. Detect Evil | 13. Protection from Evil |
| 4. Detect Magic | 14. Read Languages |
| 5. Find Water | 15. Resist Elements |
| 6. Foretell | 16. Sleep |
| 7. Hex | 17. Snake Charm |
| 8. Hold Portal | 18. Speak with Animals |
| 9. Knockdown | 19. Ventriloquism |
| 10. Light* | 20. Witch Scribe |

Second Level Witch Spells

- | | |
|---------------------|------------------------|
| 1. Clairvoyance | 11. Fog |
| 2. Continual Light* | 12. Hold Person |
| 3. Cure Wounds | 13. Invisibility |
| 4. Detect Aura | 14. Knock |
| 5. Detect Invisible | 15. Levitate |
| 6. Disguise | 16. Locate Object |
| 7. Dreams | 17. Lust* |
| 8. Eldritch Flame | 18. Mirror Image |
| 9. ESP | 19. Remove Fear* |
| 10. Familiar Spirit | 20. Silence 15' radius |

Third Level Witch Spells

- | | |
|----------------------|--------------------------------|
| 1. Animal Form | 11. Phantasmal Force |
| 2. Call Animals | 12. Protection/Evil 10' radius |
| 3. Confusion | 13. Prot. vs. Normal Missiles |
| 4. Fire Charm | 14. Quagmire |
| 5. Haste | 15. Remove Curse* |
| 6. Hold Monster | 16. Speak with Dead |
| 7. Hoodoo | 17. Spectral Knowledge |
| 8. Neutralize Poison | 18. Summon Pooka |
| 9. Oath | 19. Water Breathing |
| 10. Object Read | 20. Wizard Lock |

Fourth Level Witch Spells

- | | |
|----------------------------|-----------------------|
| 1. Charm Monster | 11. Polymorph Others |
| 2. Cure Disease* | 12. Polymorph Self |
| 3. Dispel Evil | 13. Scrying |
| 4. Dispel Magic | 14. Speak with Plants |
| 5. Dwindle | 15. Tarantella |
| 6. Fly | 16. Telekinesis |
| 7. Growth of Plants | 17. Tongues |
| 8. Hallucinatory Terrain | 18. Truesight |
| 9. Invisibility 10' radius | 19. Wall of Fire |
| 10. Mind Jab | 20. Wall of Ice |

Fifth Level Witch Spells

- | | |
|---------------------------|----------------------------|
| 1. Animate Dead | 11. Love* |
| 2. Animate Object | 12. Massmorph |
| 3. Conj. Lesser Elemental | 13. Minor Enchantment |
| 4. Control Weather | 14. Pass-Wall |
| 5. Destroy Water | 15. Reincarnation |
| 6. Dimension Door | 16. Transmute Rock to Mud* |
| 7. Faerie Lore | 17. Visions |
| 8. Greater Hoodoo | 18. Wall of Stone |
| 9. Insect Plague | 19. Water Walk |
| 10. Magic Jar | 20. Witch Steed |

Sixth Level Witch Spells

- | | |
|----------------------|-------------------------|
| 1. Charm Plant | 11. Mass Invisibility |
| 2. Conjure Object | 12. Mind Fortress |
| 3. Contingent Curse | 13. Move Earth |
| 4. Death Spell | 14. Nail Feet |
| 5. Feeblemind | 15. Phase Door |
| 6. Find the Path | 16. Projected Image |
| 7. Flesh Enchantment | 17. Sending |
| 8. Geas* | 18. Speak with Monsters |
| 9. Lesser Demon | 19. Stone to Flesh* |
| 10. Mass Charm | 20. Wizard Mansion |

Seventh Level Witch Spells

- | | |
|---------------------|----------------------|
| 1. Blizzard | 11. Nightmares |
| 2. Conflagration | 12. Raise Dead |
| 3. Create Monster | 13. Restoration |
| 4. Create Undead | 14. Spell Reflection |
| 5. Dancing House | 15. Summon Dragon |
| 6. Death Curse | 16. Summon Efreet |
| 7. Earthquake | 17. Sympathy* |
| 8. Fading Memory | 18. Time Stop |
| 9. Life After Death | 19. Witch Mark |
| 10. Malediction | 20. Youth |

Eighth Level Witch Spells

- | | |
|------------------------|-------------------|
| 1. Doppelganger | 6. Sealed Spell |
| 2. Enlightenment | 7. Shapechange |
| 3. Greater Enchantment | 8. Tempest |
| 4. Rune | 9. Trap the Soul |
| 5. Sanctuary | 10. Unseen Prison |

Ninth Level Witch Spells

- | | |
|-------------------------|---------------------------|
| 1. Binding | 6. Internment* |
| 2. Break Enchantment | 7. Outcast |
| 3. Call Down Bane Lord | 8. Treat with Demon Power |
| 4. Forced Reincarnation | 9. Vargulf |
| 5. Gate* | 10. Wish |

Tenth Level Witch Spells

- | | |
|-----------------------|------------------|
| 1. Call Ruinous Power | 6. Forsaken |
| 2. Clean Sweep | 7. Greatest Ruin |
| 3. Damnation | 8. Rain of Fire |
| 4. Dire Winter* | 9. Raise Earth* |
| 5. Enslave | 10. Wormfood |

FIRST LEVEL WITCH SPELLS

1st Level – Beauty*

Range: 0

Duration: Special

This spell creates an illusion of exceptional beauty over the creature touched, making a person look well groomed and attractive to the average viewer, and providing player characters with a +2 bonus to Reaction rolls. The reverse spell, **ugliness**, is a minor curse that has the opposite effect, growing warts and hair in inappropriate places and producing an effect of unkemptness and squalor (and giving PCs a -2 to all reaction rolls). Either version of the spell lasts until sunrise or sunset, whichever occurs first.

1st Level – Charm Person

Range: 120'

Duration: Special

This spell is exactly as the 1st level magic-user spell.

1st Level – Detect Evil

Range: 120'

Duration: 6 turns

This spell is exactly as the 1st level cleric spell.

1st Level – Detect Magic

Range: 60'

Duration: 2 turns

This spell is exactly as the 1st level cleric spell.

1st Level – Find Water

Range: Special

Duration: 6 turns

For the duration of this spell, the witch can sense the location of the nearest drinkable water.

1st Level – Foretell

Range: Self

Duration: Instant

Through the casting of lots or cards, or the reading of entrails or tea leaves, the witch can divine the degree of danger posed by a particular course of action: minimal, moderate, or perilous. The foretelling can be for herself, another individual, or a group of people.

1st Level – Hex

Range: 60'

Duration: 6 turns

The victim of the hex suffers a penalty of -1 to morale, attack/damage rolls, and saving throws for the duration of the spell. The target is allowed a save versus spells to resist.

1st Level – Hold Portal

Range: 10'

Duration: 2-12 turns

This spell is exactly as the 1st level magic-user spell.

1st Level – Knockdown

Range: 30'

Duration: Instant

This spell conjures a swirling burst of air that will knock standing targets off their feet unless they save versus spells. A knocked-down target must spend a round getting up or else fights at a -2 to all attack rolls.

1st Level – Light*

Range: 120'

Duration: 12 turns

This spell and its reverse, **darkness**, are exactly as the 1st level cleric spell of the same name.

1st Level – Perception

Range: Self

Duration: 1 turn

This spell functions exactly as the 1st level mystic spell detailed above.

1st Level – Prepare Food*

Range: 0

Duration: Instant

This spell magically changes ordinary dull rations into a delicious, sumptuous meal. The reverse spell, **spoil food**, completely ruins food with a touch unless purified by the clerical spell **purify food and water**.

1st Level – Protection from Evil

Range: Self

Duration: 12 turns

This spell is exactly as the 1st level cleric spell.

1st Level – Read Languages

Range: Self

Duration: 2 turns

This spell is exactly as the 1st level magic-user spell.

1st Level – Resist Elements

Range: Self

Duration: 6 turns

This spell functions exactly as the 1st level mystic spell detailed above.

1st Level – Sleep

Range: 240'

Duration: 4-16 turns

This spell is exactly as the 1st level magic-user spell.

1st Level – Snake Charm

Range: 60'

Duration: Special

This spell is exactly as the 2nd level cleric spell.

1st Level – Speak with Animals

Range: 30'

Duration: 6 turns

This spell is exactly as the 2nd level cleric spell.

1st Level – Ventriloquism

Range: 60'

Duration: 2 turns

This spell is exactly as the 1st level magic-user spell.

1st Level – Witch Scribe

Range: Special

Duration: Special

With this spell, the witch can write a message that only another witch will comprehend. Neither a **read languages** nor **read magic** spell can decipher the script, though a **truesight** spell will. The entire message can be no more than what can be transcribed in a single round (10 seconds).

SECOND LEVEL WITCH SPELLS

2nd Level - Clairvoyance

Range: 60'

Duration: 12 turns

This spell is exactly as the 3rd level magic-user spell.

2nd Level – Continual Light*

Range: 120'

Duration: Permanent

This spell and its reverse, **continual darkness**, are exactly the same as the 2st level magic-user spells.

2nd Level – Cure Wounds

Range: 0

Duration: Permanent

This spell functions exactly as the 1st level mystic spell detailed above.

2nd Level – Detect Aura

Range: 100'

Duration: 1 round

This spell functions exactly as the 2nd level mystic spell detailed above.

2nd Level – Detect Invisible

Range: 10' per level of the witch

Duration: 6 turns

This spell is exactly as the 2nd level magic-user spell described in the *B/X Companion*.

2nd Level – Disguise

Range: Self

Duration: Special

This spell makes the caster appear to be someone else, though still a human of roughly the same size and weight. The spell lasts until sunrise or sunset, whichever occurs first, unless **dispelled**.

2nd Level – Dreams

Range: 0

Duration: Special

This spell functions exactly as the 2nd level mystic spell detailed above.

2nd Level – Eldritch Flame

Range: 30'

Duration: Special

This spell conjures a ball of magical flame to the witch's hand that can be held and used as a light source (equal to a torch) or thrown at a target (normal ranged attack roll, +1 to hit). The ball of flame does D4 damage +1 point per level of the witch. Unless the target spends a round smothering and dowsing the flame, the eldritch fire will continue to burn doing 2D4 point of damage per round. The flames glow eerily in whatever color the witch chooses.

2nd Level – ESP

Range: 60'

Duration: 12 turns

This spell is exactly as the 2nd level magic-user spell.

2nd Level – Familiar Spirit

Range: 0

Duration: See below

By means of this spell, the witch endows a spirit with an animal form to loyally serve her. See the **familiar** description in the *B/X Companion* (page C36). There is no spell research that needs to occur, and no costs other than the normal component cost of a 2nd level spell. The familiar spirit lives until killed or dispelled (with **dispel evil**; saving throw applies, see description).

2nd Level – Fog

Range: 30'

Duration: 6 turns

The witch summons a thick cloud of fog/mist, 30' in diameter (30 yards outdoors). Persons within the fog are

considered to have cover, and attack rolls against them are made at -3 to hit. Those within the fog can conceal themselves like a halfling so long as they are still and quiet.

2nd Level – Hold Person

Range: 180'

Duration: 9 turns

This spell is exactly as the 2nd level cleric spell.

2nd Level – Invisibility

Range: 240'

Duration: Permanent until broken

This spell is exactly as the 2nd level magic-user spell.

2nd Level – Knock

Range: 60'

Duration: 1 round

This spell is exactly as the 2nd level magic-user spell.

2nd Level – Levitate

Range: Self

Duration: 6 turns + 1 turn per level of the witch

This spell is exactly as the 2nd level magic-user spell.

2nd Level – Locate Object

Range: 120'

Duration: 6 turns

This spell is exactly as the 3rd level cleric spell.

2nd Level – Lust*

Range: 0

Duration: 6 turns

This spell has the same effect on the target as a *love potion* (described in the *B/X Companion*), except that the effect ends as soon as the duration of the spell expires. The reverse of the spell, *disdain*, kills the libido of the target (magically induced or otherwise) for the duration.

2nd Level – Mirror Image

Range: Self

Duration: 6 turns

This spell is exactly as the 2nd level magic-user spell.

2nd Level – Remove Fear*

Range: 0

Duration: 2 turns

This spell and its reverse, **cause fear**, are exactly as the 1st level cleric spells of the same name.

2nd Level – Silence 15' radius

Range: 180'

Duration: 12 turns

This spell is exactly as the 2nd level cleric spell.

THIRD LEVEL WITCH SPELLS

3rd Level – Animal Form

Range: Self

Duration: 1 hour

The witch may take the form of any normal animal, acquiring all its natural abilities for the duration. The animal must have fewer than 3 Hit Dice; the spell does not change the witch's hit points, saves, or chance to hit.

3rd Level – Call Animals

Range: 30'

Duration: 10 turns + 1 turn per level of the witch

This spell is exactly as the 6th level cleric spell described in the *B/X Companion*.

3rd Level - Confusion

Range: 120'

Duration: 12 rounds

This spell is exactly as the 4th level magic-user spell.

3rd Level – Fire Charm

Range: 0

Duration: Indefinite

With this spell, the witch enchants a target's hand to glow as if afire (equal to a torch) at the snap of his or her fingers. The fire gives no heat and causes no damage, but can be used as a ready light source. The target can extinguish the flame at any time, manifesting it as needed with another snap of the fingers. The fire charm lasts until **dispelled**.

3rd Level – Haste

Range: 240'

Duration: 3 turns

This spell is exactly as the 3rd level magic-user spell.

3rd Level – Hold Monster

Range: 120'

Duration: 6 turns + 1 turn per level of the witch

This spell is exactly as the 5th level magic-user spell.

3rd Level - Hoodoo

Range: See below

Duration: See below

By means of this spell, the witch fashions a likeness of a specific humanoid individual (in the form of a small doll) as a method of magically manipulating the individual. In addition to the normal spell components, the witch must acquire something belonging to the individual being targeted (nail clippings, a lock of hair, a scrap of clothing, etc.) which will be incorporated in the doll. At any time after completion of the spell, the witch can use the likeness to inflict pain on the target by inserting needles or sharp objects into it, causing the temporary loss of a body part, or one of the senses (hearing, sight, speech); only one sense/body part can be so crippled at a time. The pain causes no damage in hit points, and cannot kill the individual; a **remove curse** spell cast on the likeness or a sprinkling of holy water will render it powerless.

3rd Level – Neutralize Poison

Range: 0

Duration: Permanent

This spell is exactly as the 4th level cleric spell.

3rd Level – Oath

Range: 0

Duration: Permanent

With the casting of this spell, the witch binds a person to keep a particular promise. The oath spell can only be cast on a willing individual. An individual that breaks his word after the oath spell has been cast will fall into a comatose state and die within seven days. The oath is permanent unless some conditional release is stated by the witch or the sworn individual prior to completion of the spell.

3rd Level – Object Read

Range: 0

Duration: Special

With this spell the witch learns information about an inanimate object. For every minute studied, the DM should provide a piece of information on the object, in this order: the meaning of any writing/inscription, the age and creator of an item, individual powers possessed, command words needed, and charges remaining. The

object reading is not always exact, and there is a 10% chance that any given piece of info may be distorted or inaccurate (checked each minute of the "read").

3rd Level – Phantasmal Force

Range: 240'

Duration: Concentration

This spell is exactly as the 2nd level magic-user spell.

3rd Level – Protection from Evil 10' radius

Range: Self

Duration: 12 turns

This spell is exactly as the 4th level cleric spell.

3rd Level – Protection from Normal Missiles

Range: 30'

Duration: 12 turns

This spell is exactly as the 3rd level magic-user spell.

3rd Level – Quagmire

Range: 100'

Duration: 1 turn

Targets within a 20' x 20' area within range of the spell, find all their actions and motions slowed as if fighting their way through thick mud or water. Movement is one-third normal, and victims can only attack every other round (and automatically lose initiative). Creatures within the quagmire area are allowed a save versus spells to resist.

3rd Level – Remove Curse*

Range: 0

Duration: Permanent

This spell and its reverse, **curse**, function exactly the same as the 3rd level cleric spells of the same name. It will also dispel minor curses like **hex** and **ugliness**.

3rd Level – Speak with Dead

Range: 10'

Duration: Special

This spell is exactly as the 3rd level cleric spell of the same name detailed in the **B/X Companion**.

3rd Level – Spectral Knowledge

Range: 0

Duration: Special

This spell is exactly the same as the 2nd level spiritualist spell detailed in the **summoner spell list**.

3rd Level – Summon Pooka

Range: Special
Duration: 1 day

This spell is exactly the same as the 2nd level faerie friend spell detailed in the **summoner spell list**.

3rd Level – Water Breathing

Range: 30'
Duration: 1 day

This spell is exactly as the 3rd level magic-user spell.

3rd Level – Wizard Lock

Range: 10'
Duration: Permanent

This spell is exactly as the 2nd level magic-user spell.

FOURTH LEVEL WITCH SPELLS

4th Level – Charm Monster

Range: 120'
Duration: Special

This spell is exactly as the 4th level magic-user spell.

4th Level – Cure Disease*

Range: 30'
Duration: Permanent

This spell and its reverse, **cause disease**, operate exactly as the 3rd level cleric spells of the same name.

4th Level – Dispel Evil

Range: 30'
Duration: 1 turn

This spell is exactly as the 5th level cleric spell.

4th Level – Dispel Magic

Range: 120'
Duration: Permanent

This spell is exactly as the 3rd level magic-user spell.

4th Level – Dwindle

Range: 0
Duration: 1 hour + 1 hour per level of the witch

The target touched shrinks to less than 6" in height, and is unable to physically damage creatures larger than 1' tall (similar to drinking a ***potion of diminution***).

4th Level – Fly

Range: Self
Duration: 1-6 turns + 1 turn per level of the witch

This spell is exactly as the 3rd level magic-user spell.

4th Level – Growth of Plants

Range: 120'
Duration: Special

This spell is exactly as the 4th level magic-user spell.

4th Level – Hallucinatory Terrain

Range: 240'
Duration: Special

This spell is exactly as the 4th level magic-user spell.

4th Level – Invisibility 10' radius

Range: 120'
Duration: Special

This spell is exactly as the 3rd level magic-user spell.

4th Level – Mind Jab

Range: 60'
Duration: Instant

The witch launches a powerful psychic assault on the target's senses. The effect of the spell depends on the victim's hit dice:

Less than 2 Hit Dice: Killed or Comatose
Up to 4 Hit Dice: Insanity or temporarily insane
Up to 7 Hit Dice: **Confusion** (as the spell) or no effect
More than 7 Hit Dice: **Fear** (as the spell) or no effect

The target is allowed a save versus spells, with success indicating the lesser effect listed. An insane character can do nothing but sit, drool, and babble unless healed by a **wish** or **restoration** spell. Temporary insanity lasts 1D10 days. A comatose character will awaken in 1D12 weeks unless sooner awakened by **restoration**.

4th Level – Polymorph Others

Range: 60'
Duration: Special

This spell is exactly as the 4th level magic-user spell.

4th Level – Polymorph Self

Range: Self

Duration: 6 turns + 1 turn per level of the witch

This spell is exactly as the 4th level magic-user spell.

4th Level – Scrying

Range: Special

Duration: 1 turn

The witch can use this spell to remotely view any object or place already known, just as if using a *crystal ball*. The better known the target, the clearer the picture will be.

4th Level – Speak with Plants

Range: 30'

Duration: 3 turns

This spell is exactly as the 4th level cleric spell.

4th Level – Tarantella

Range: 0

Duration: See below

If the touched target fails a save versus spells, he or she begins to dance frantically as if bitten by the giant tarantella spider. Onlookers that see the dancer (aside from the witch) must likewise save or begin to dance. The target of the spell will dance for 2D6 turns, though other dancers will pass out from exhaustion after 5 turns of dancing. Dancers have a -4 penalty to attack rolls and opponents attacking the dancers receive a +4 bonus to hit. This spell only affects humanoids, and only those with less than 5 hit dice.

4th Level – Telekinesis

Range: 120'

Duration: 6 rounds

This spell is the same as the 6th level magic-user spell.

4th Level – Tongues

Range: Self

Duration: 6 turns

This spell functions exactly as the 4th level mystic spell detailed above.

4th Level – Truesight

Range: 120'

Duration: 1 turn + 1 round per level of the witch

This spell is exactly as the 5th level cleric spell detailed in the *B/X Companion*.

4th Level – Wall of Fire

Range: 60'

Duration: Special

This spell is exactly as the 4th level magic-user spell.

4th Level – Wall of Ice

Range: 120'

Duration: 12 turns

This spell is exactly as the 4th level magic-user spell.

FIFTH LEVEL WITCH SPELLS

5th Level – Animate Dead

Range: 60'

Duration: Indefinite

This spell is exactly as the 5th level magic-user spell.

5th Level – Animate Object

Range: 60'

Duration: 6 turns

This spell operates exactly as the 6th level cleric spell detailed in the *B/X Companion*.

5th Level – Conjure Lesser Elemental

Range: 240'

Duration: Special

This spell is exactly the same as the 4th level elemental spell detailed in the *summoner spell list*.

5th Level – Control Weather

Range: Special

Duration: Concentration

This spell is exactly as the 6th level magic-user spell.

5th Level – Destroy Water

Range: 20'

Duration: Instant

This spell immediately destroys a spring, dries up a single well, or destroys a fountain within range; it can evaporate all the water from a small pond or pool and no more water will fill such unless fed by a river or stream. The effect is permanent and cannot be dispelled.

5th Level – Dimension Door

Range: 10'

Duration: Instantaneous

This spell is exactly as the 4th level magic-user spell.

5th Level – Faerie Lore

Range: 0

Duration: 3 turns

This spell is exactly the same as the 5th level faerie friend spell detailed in the **summoner spell list**.

5th Level – Greater Hoodoo

Range: See below

Duration: See below

This spell functions in all ways as the 3rd level spell **hoodoo**, but more powerful manipulations of the victim are possible. Up to three senses or parts of the body can be targeted with pins at the same time, and the likeness can be held over an open flame causing the subject to do nothing but writhe uncontrollably in agony. Finally, the witch can destroy the likeness, forcing the subject to immediately save versus death magic or die.

5th Level – Insect Plague

Range: 480'

Duration: 1 day

This spell is exactly as the 5th level cleric spell.

5th Level – Love*

Range: 30'

Duration: 6 turns + see below

Similar to the 2nd level spell **lust**, the target suffers the exact effect as if he or she had imbibed a **love potion** (described in the **B/X Companion**), including the lingering effects of infatuation once the initial spell duration has elapsed. The reverse of the spell, **hatred**, will cause an individual to feel a profound loathing for the next person seen, such that he or she will want to get away from the individual at all costs even to the point of attacking the offensive person. Each version of the spell can be used to dispel its opposite effect.

5th Level – Magic Jar

Range: 30'

Duration: Special

This spell is exactly as the 5th level magic-user spell.

5th Level – Massmorph

Range: 240'

Duration: Special

This spell is exactly as the 4th level magic-user spell.

5th Level – Minor Enchantment

Range: 0

Duration: Permanent

By means of this spell, the witch imbues an object with the permanent ability to cast a particular spell; examples include enchanting a broomstick to **fly** or a crystal ball for **scrying**. The spell enchanted must be one the witch knows, and cannot be greater than 4th level in ability; furthermore, the spell cannot be one that requires a saving throw or does damage of any sort. The enchantment can be triggered only once per day, though a witch may invest an object with multiple minor enchantments. Triggering the enchanted spell takes no time and costs no spell components. The enchantment cannot be dispelled with **dispel magic**, though the spell the enchanted item casts can be. At the DM's discretion, a witch may manufacture +1 arms and/or armor using this spell.

5th Level – Pass-Wall

Range: 30'

Duration: 3 turns

This spell is exactly as the 5th level magic-user spell.

5th Level – Reincarnation

Range: 0

Duration: Permanent

This spell is exactly as the 6th level magic-user spell.

5th Level – Transmute Rock to Mud*

Range: 120'

Duration: 3-18 days

This spell and its reverse, **transmute mud to rock**, operate exactly as the 5th level magic-user spells of the same name.

5th Level – Visions

Range: 0

Duration: Instant

This spell functions exactly as the 3rd level mystic spell detailed above.

5th Level – Wall of Stone

Range: 60'

Duration: Special

This spell is exactly as the 5th level magic-user spell.

5th Level – Water Walk

Range: Self

Duration: 1 round per level of the witch

This spell functions exactly as the 3rd level mystic spell detailed above.

5th Level – Witch Steed

Range: 0

Duration: See below

This spell summons a magical mount capable of carrying the witch wherever she wishes to go. The beast is capable of flight (360' per turn) and does not tire. It cannot be damaged but it can be banished with a **dispel evil** spell (the steed has the same saving throw as the witch that summoned it). The steed may carry one passenger for every six levels of the witch casting the spell; the witch steed only lasts until sunrise or sundown (whichever occurs first).

SIXTH LEVEL WITCH SPELLS

6th Level – Charm Plant

Range: 120'

Duration: Special

This spell operates exactly as the 7th level magic-user spell of the same name detailed in the *B/X Companion*.

6th Level – Conjure Object

Range: Special

Duration: Instant

This spell operates exactly as the 7th level magic-user spell of the same name detailed in the *B/X Companion*.

6th Level – Contingent Curse

Range: Special

Duration: Special

This spell allows the witch to set a magical trap, only triggered at a later time by some specified event. The contingent curse can be set on an object or location, and if the action specified occurs, the **curse** (as the 3rd level spell) is cast instantly without any need for additional spell components. The triggering action can be anything desired; for example, "anyone who drinks from this fountain" or "the first elf that touches this treasure chest." The curse can only be cast once, though a witch may place multiple contingent curses on the same object.

6th Level – Death Spell

Range: 240'

Duration: 1 round

This spell is exactly as the 6th level magic-user spell.

6th Level - Feeblemind

Range: 240'

Duration: Indefinite

This spell is exactly as the 5th level magic-user spell.

6th Level – Flesh Enchantment

Range: 0

Duration: 6 turns

For the duration of the spell, the target touched can only be damaged by enchanted (+1 or better) weapons. Monsters that are themselves immune to normal weapons (like vampires and werewolves) can still damage the target, as can monsters with five or more hit dice.

6th Level – Find the Path

Range: Self

Duration: 6 turns + 1 turn per level of the witch

This spell operates exactly as the 6th level cleric spell of the same name detailed in the *B/X Companion*.

6th Level – Geas*

Range: 30'

Duration: Special

This spell and its reverse, **remove geas**, operate exactly as the 6th level magic-user spells of the same name.

6th Level – Lesser Demon Summoning

Range: 10'

Duration: Special

This spell is exactly the same as the 4th level demonologist spell detailed in the **summoner spell list**.

6th Level – Mass Charm

Range: 120'

Duration: Special

This spell operates exactly as the 8th level magic-user spell of the same name detailed in the *B/X Companion*.

6th Level – Mass Invisibility

Range: 240'

Duration: Special

This spell operates exactly as the 7th level magic-user spell of the same name detailed in the *B/X Companion*.

6th Level – Mind Fortress

Range: Self

Duration: 1 day

This spell operates exactly as the 8th level magic-user spell of the same name detailed in the *B/X Companion*.

6th Level – Move Earth

Range: 240'

Duration: 6 turns

This spell is the same as the 6th level magic-user spell.

6th Level – Nail Feet

Range: 20'

Duration: 1 day

The target of the spell becomes rooted in place, unable to move his or her feet, as if glued to the ground. This spell only functions if the subject is standing on earth or stone. The target is allowed a save versus spells to resist. If the witch knows the target's true name (that is, the name given to the subject at birth), no saving throw is allowed.

6th Level – Phase Door

Range: 0

Duration: Special

This spell operates exactly as the 7th level magic-user spell of the same name detailed in the *B/X Companion*.

6th Level – Projected Image

Range: 240'

Duration: 6 turns

This spell is the same as the 6th level magic-user spell.

6th Level - Sending

Range: Special

Duration: Special

With this spell, the witch may cast any other spell known (of 1st through 5th level) at any distance, so long as the witch is able to see the target. This includes targets the witch can view via **scrying**, **clairvoyance**, or similar.

6th Level – Speak with Monsters

Range: 30'

Duration: 1 round per level of the witch

This spell operates exactly as the 6th level cleric spell of the same name detailed in the *B/X Companion*.

6th Level – Stone to Flesh*

Range: 120'

Duration: Permanent

This spell and its reverse, **flesh to stone**, operate the same as the 6th level magic-user spells.

6th Level – Wizard Mansion

Range: Special

Duration: Special

This spell operates exactly as the 7th level magic-user spell of the same name detailed in the *B/X Companion*.

SEVENTH LEVEL WITCH SPELLS

7th Level - Blizzard

Range: See below

Duration: 1 turn

This spell creates a sudden snowstorm, up to 3 miles in diameter, within line of sight. Creatures caught in the blizzard have their movement and visions reduced to one-quarter normal, and take 2D4 damage from cold and ice every round unless they can find shelter; flying creatures are forced to land.

7th Level - Conflagration

Range: 240'

Duration: 3 rounds

This spell causes a firestorm to break out in a 30' diameter area, combusting the air and incinerating those unfortunates within range. Damage is 5D6 per round and non-magical equipment will be destroyed and unusable after exposure for the duration (even metal will be twisted and melted by the heat). The conflagration burns itself out after 3 rounds.

7th Level – Create Monster

Range: 0

Duration: Permanent

This ritual creates a number of monsters whose total hit dice do not exceed the witch's level of experience. The monster cannot have more than two special abilities ("*") and they are neither controlled nor necessarily friendly to the witch. This spell cannot create demons, elementals, undead, spirits, or incorporeal creatures of any kind. All monsters created must be of the same type.

7th Level – Create Undead

Range: 0

Duration: Permanent

This spell is exactly the same as the 6th level necromancer spell detailed in the **summoner spell list**.

7th Level – Dancing House

Range: See below

Duration: 1 day

With this spell witch can readily move her home. The spell is cast on a single wooden structure, no larger than a small house (like the “wooden building” listed in the B/X rules). The structure immediately grows large, bird-like legs and can move under the direction of the witch, as fast as a warhorse. At the end of the spell, or whenever directed by the caster, the house settles gently on the ground and is once again an ordinary structure.

7th Level – Death Curse

Range: Special

Duration: Special

This spell functions the same as the 9th level magic-user spell detailed in the **B/X Companion**; however, for the spell to be effective, the witch must cast it (spending the required time and spell components) prior to her death.

7th Level – Earthquake

Range: 120'

Duration: 1 turn

This spell operates exactly as the 7th level cleric spell of the same name detailed in the **B/X Companion**.

7th Level – Fading Memory

Range: See below

Duration: 1 year

This ritual is cast on a building or structure; thereafter, all memory of the place (and its location) fades from the minds of those who have visited save the witch and those she chooses to invite. People brought to the place, or wandering upon it by accident, will forget where it was and be unable to remember once they've left and lost sight of it.

7th Level – Life After Death

Range: Self

Duration: Special

This spell operates exactly as the 7th level magic-user spell of the same name detailed in the **B/X Companion**.

7th Level - Malediction

Range: 30'

Duration: Indefinite

By means of this powerful curse, the witch reduces one of the target's ability scores to 3, with all the associated penalties. For monsters that do not normally have abilities, the DM must adjudicate the penalties (for example, reducing melee attack rolls and damage by -3 when reducing the strength of a monster). The malediction cannot be removed by a **remove curse** spell, though **wish**, **restoration**, or **break enchantment** will function. The target is allowed a saving throw at -2 to resist the spell.

7th Level – Nightmares

Range: 30'

Duration: See below

This spell causes the target individual to have terrifying nightmares such that he or she is unable to rest at night. The individual is always fatigued during the day (-1 to hit and damage rolls in melee) and cannot recover hit points without magical healing. Spell-casters that need a good night's rest to memorize spells are unable to do so. Every night that passes the character loses 1 point of Wisdom, which may only be recovered through restful sleep or a **restoration** spell; characters whose Wisdom falls below 3 lose the will to live and will attempt to kill themselves. **Remove curse** will not stop the nightmares, nor can they be dispelled with a **dispel magic**. The target of the spell is allowed a saving throw to resist when the spell is first cast.

7th Level – Raise Dead

Range: 120'

Duration: Permanent

This spell is exactly the same as the 5th level cleric spell of the same name, save that it has no reverse version.

7th Level – Restoration

Range: 0

Duration: Permanent

This spell operates exactly as the 7th level cleric spell of the same name detailed in the **B/X Companion**.

7th Level – Sympathy*

Range: 30'

Duration: 2 hours per level of the witch

This spell and its reverse, **antipathy**, operate exactly as 8th level magic-user spells of the same name found in the *B/X Companion*.

7th Level – Spell Reflection

Range: 0

Duration: See below

The target creature touched receives immunity to the next harmful spell that might otherwise affect her: by reflecting it back on its caster, just as if wearing a **ring of spell turning**. The enchantment lasts until a spell is reflected; it will only reflect a single spell.

7th Level – Summon Dragon

Range: Special

Duration: 1 day

This spell is exactly the same as the 8th level faerie friend spell detailed in the **summoner spell list**.

7th Level – Summon Efreet

Range: 0

Duration: Special

This spell operates exactly as the 7th level magic-user spell of the same name detailed in the *B/X Companion*.

7th Level – Time Stop

Range: Self

Duration: 2-5 rounds

This spell operates exactly as the 8th level magic-user spell of the same name detailed in the *B/X Companion*.

7th Level – Witch Mark

Range: 0

Duration: Indefinite

The witch brands the target with a magical tattoo that communicates whether the individual is a friend or foe. The witch mark is visible only to witches, or to characters using the spell **truesight**; it provides information on the name and alignment of the caster if desired (as a friend to some witches may be viewed as a foe to others). The mark may only be removed with a **wish** or **clean sweep** spell.

7th Level – Youth

Range: 0

Duration: 1 year

Each casting of this spell reduces the target's physical age by up to 20 years; it will not reduce a character to an age

younger than 17. When the duration expires, the character ages one year per hour until his or her true age is reached.

EIGHTH LEVEL WITCH SPELLS

8th Level – Doppelganger

Range: 20'

Duration: Special

This spell creates an exact duplicate of an existing individual, albeit one with little personality and under nominal control of the witch (normal reaction rolls apply though at a +2 bonus). If the doppelganger is of a character class, it cannot advance in level; however, it retains all the abilities of the original person with the exception of clerical spell use and turning which cannot be duplicated. Neither does the spell copy the original's equipment (like spell books). While the doppelganger can be killed normally, it is a magical creation and can be destroyed with both a **clean sweep** spell. The creature will always be hostile to the original individual and will seek to destroy him or her.

8th Level - Enlightenment

Range: 100'

Duration: Special

This spell functions exactly as the 5th level mystic spell detailed above. **NOTE:** this spell will reveal the "true name" of a target creature that fails a save versus spells.

8th Level – Greater Enchantment

Range: 0

Duration: Permanent

This spell works much the same as the 5th level witch spell **minor enchantment**, except that it can imbue an object with any spell from levels 1st through 7th with the exception of **minor enchantment**, but including spells that require saving throws and those that do damage. At the DM's discretion, this spell can be used to create arms and armor of up to +3 enchantment.

8th Level – Rune

Range: 0

Duration: Permanent

This spell operates exactly as the 8th level magic-user spell of the same name detailed in the *B/X Companion*.

8th Level – Sanctuary

Range: See below

Duration: See below

When casting this ritual, the witch walks a perimeter around the area she wishes to affect: a house or temple, a sacred grove or oasis, or even the interior of a room; the perimeter must be completed by the end of the casting. Within the area designated as sanctuary, no creature may do harm to another: no hostile actions, spells, or attacks can be committed. Only the exceptionally strong willed and powerful individual (9+ hit dice) can attempt to do harm to a person within the sanctuary, though he or she must make a save versus spells (at a -4 penalty) to do so. The spell lasts for 50 years or until the death of the caster, though in the case of the latter the spell still takes a month to fade (standard save to attack within the sanctuary). Only a **clean sweep** spell (or the caster herself) has the power to remove the **sanctuary** prematurely.

8th Level – Sealed Spell

Range: Special

Duration: Permanent until dispelled

With this spell the witch can extend the duration of any spell with a duration greater than “instant” to indefinite. The spell must be 7th level or less. Note that spells that provide a certain number of “services” (like **summon dragon** or **speak with dead**) cannot be increased in duration. Unlike an enchantment, a sealed spell may still be **dispelled**; sealing it simply extends the spell’s life.

8th Level - Shapechange

Range: Self

Duration: 1 turn per level of the witch

This spell operates exactly as the 9th level magic-user spell of the same name detailed in the *B/X Companion*.

8th Level – Tempest

Range: 24 miles

Duration: 2 Turns

This ritual conjures a tremendous storm of terrifying proportions in a 6 mile area, capable of sinking ships, demolishing wooden structures, and extinguishing all open flames. Animals in the area will panic and stampede, and flying creatures will be forced to land. On land, the power of the storm will inflict D6 damage per round on anyone that fails to take shelter; at sea, individuals are 90% likely to drown unless they are able to lash themselves to some piece of floating wreckage. This spell can only be cast outdoors.

8th Level – Trap the Soul

Range: Special

Duration: Special

This spell operates exactly as the 8th level magic-user spell of the same name detailed in the *B/X Companion*.

8th Level – Unseen Prison

Range: 30’

Duration: Indefinite

This spell curses the target with an incorporeal existence; upon completion the victim and all his carried equipment become completely insubstantial and invisible. The prisoner’s voice can still be heard (although it sounds hollow and far away) and his shadow seen in strong light. A save versus spells resists the curse unless the witch knows the subject’s true name (the name it was given at birth). Only a **break enchantment**, **wish**, or **clean sweep** spell can release the victim from this curse.

NINTH LEVEL WITCH SPELLS

9th Level - Binding

Range: See below

Duration: See below

This ritual binds the life force of two creatures to each other; what one feels the other feels and they will know if and when the other is in danger, regardless of distance. Any damage sustained by one is suffered by the other; if one of the bound individuals dies, the other immediately perishes, regardless of hit points remaining. Both creatures to be bound must be present when the spell is cast and a saving throw is permitted for those resistant to the binding. Nothing can remove a binding save a **clean sweep** spell, or perhaps a **miracle**.

9th Level – Break Enchantment

Range: 60’

Duration: Permanent

This spell operates exactly as the 9th level magic-user spell of the same name detailed in the *B/X Companion*. It will also remove any curse of 8th level or less (except a **death curse**) found in this book, including **nail feet**, **malediction**, **nightmares**, and **unseen prison**.

9th Level – Call Down Bane Lord

Range: 0

Duration: Special

This spell operates exactly as the 9th level magic-user spell of the same name detailed in the *B/X Companion*.

9th Level – Forced Reincarnation

Range: 0

Duration: Permanent

This spell is similar to the 6th level magic-user spell reincarnation, save the witch does not need to wait until the character is deceased to force him or her into a new body. Furthermore, the witch may choose the body into which the individual is reincarnated; the form chosen need not be one from the standard list. An unwilling subject is allowed a saving throw versus spells, though at a -2 penalty.

9th Level – Gate*

Range: 30'

Duration: 2-8 turns

This spell and its reverse, **close gate**, operate the exact same exactly as the 9th level magic-user spells of the same name detailed in the *B/X Companion*.

9th Level – Internment*

Range: 0

Duration: Special

This spell and its reverse, **liberate**, operate the exact same exactly as the 9th level magic-user spells of the same name detailed in the *B/X Companion*.

9th Level – Outcast

Range: 0

Duration: Indefinite

The victim of this powerful curse becomes a marked pariah, and all hands are turned against him. Monsters and NPCs with whom he comes in contact will shun him, and the DM should check reaction with a -6 penalty (unmodified for high Charisma) to see if the cursed creature is attacked – even by those who are friends and loved ones! Player characters may attempt a save versus spells (-2 penalty) to help or interact with the outcast. Only a **clean sweep** or divine intervention can remove the curse; dead outcasts brought back to life remain outcast.

9th Level – Treat with Demon Power

Range: Special

Duration: Special

This spell is exactly the same as the 7th level demonologist spell detailed in the *summoner spell list*.

9th Level – Vargulf

Range: Special

Duration: Special

The casting of this ritual allows the witch to create a vargulf, exactly as if using a *grimoire of vargulfs* (see the *B/X Companion* for more information). Only the witch (or the witch's death) can break this curse.

9th Level – Wish

Range: Special

Duration: Special

This spell operates exactly as the 9th level magic-user spell of the same name detailed in the *B/X Companion*.

TENTH LEVEL WITCH SPELLS

10th Level – Call Ruinous Power

Range: Special

Duration: Special

This spell is exactly the same as the 8th level naturalist spell detailed in the *summoner spell list*.

10th Level – Clean Sweep

Range: See below

Duration: Instant

With the casting of this spell, the witch removes all curses, spells, and enchantments from an area 60' in diameter centered on the caster; even magical items within the area become normal objects. The spell will not penetrate more than 2' of rock, stone, or metal. Animated and magically created monsters (like constructs and zombies) are destroyed by this spell, although magical monsters (like dragons) are unaffected. Clean sweep has no effect on **death curses**, **vargulfs**, or spells of 10th level.

10th Level - Damnation

Range: 25'

Duration: Instant

This spell immediately exiles a living or undead individual to a nether plane of existence (Hell, Hades, or similar). A crack opens beneath the target's feet and the victim is dragged screaming into perdition by grasping demons. The spell requires knowledge of the target's true name (the name with which it was born), and only Lawful creatures are allowed a saving throw versus spells (at a -2 penalty).

10th Level – Dire Winter*

Range: See below

Duration: 1 year

This curse plunges a region 36 miles in radius into deepest winter for an entire year; snow begins to fall the first night, soon becoming a raging blizzard, and for the rest of the year the area is constantly covered in three to eight (D6+2) feet of snow and ice. Crops will not grow, and many people will starve or perish of exposure.

The reverse of the spell, **endless summer**, will bring a year of plenty for the same region, providing the perfect amount of sun and rain for multiple harvests and spreading joy throughout the land.

Either version of the spell will dispel the other. If either **dire winter** or **endless summer** is cast ten times in succession, the effect will last 100 years unless dispelled.

10th Level - Enslave

Range: 0

Duration: Permanent

By means of this spell, the witch binds an individual to her, body and soul, forever. The true name of the target must be known, but no saving throw is allowed. The enslaved will serve the witch in all ways, doing nothing to harm or thwart her, and always acting with the witch's best interests in mind. Even after death, the creature cannot be brought back to life by any means; the individual's spirit is bound to serve the witch (though the witch may choose to **reincarnate** her slave in a new physical body).

10th Level – Forsaken

Range: 40'

Duration: Permanent

With this spell, the witch completely destroys an individual and removes all trace of the individual's existence; the victim's memory is completely removed from the minds of all who knew him or her, and nothing will remain to indicate the person ever existed. This spell requires knowledge of its victim's true name (the name he or she was given at birth).

10th Level – Greatest Ruin

Range: Special

Duration: Special

This spell allows the witch to cast a **death curse** (as the 9th level magic-user spell detailed in the *B/X Companion*) even while still alive. Extremely powerful, only the witch

casting the spell can specify how the curse may be broken, if it can be ended at all.

10th Level – Rain of Fire

Range: See below

Duration: 1 Turn

When the witch finishes the ritual, she chooses a 300' by 300' area within line of sight on which to unleash a barrage of flames from the heavens (the spell can only be cast outdoors). Those within the area of effect must seek cover or suffer 5D6 damage per round; forest and wooden structures will be set ablaze and burned to ash within minutes and even stone structures will be destroyed and ruined from the fiery rain. Fires set by the spell will continue to rage even after the duration ends.

10th Level – Raise Earth*

Range: See below

Duration: Permanent

This ritual will raise a hill from the land, or an island from the sea, within line of sight to the witch casting the spell. The raised mound will be 100 yards in diameter and up to 50' high; structures previously standing on the ground will be destroyed and collapse due to the rising earth. It takes one hour for every 10' of height the witch wishes to raise.

The reverse spell, **sink land**, will lower the earth, causing hills to collapse, plains to become valleys, and islands to disappear beneath the waves. The area affected is the same.

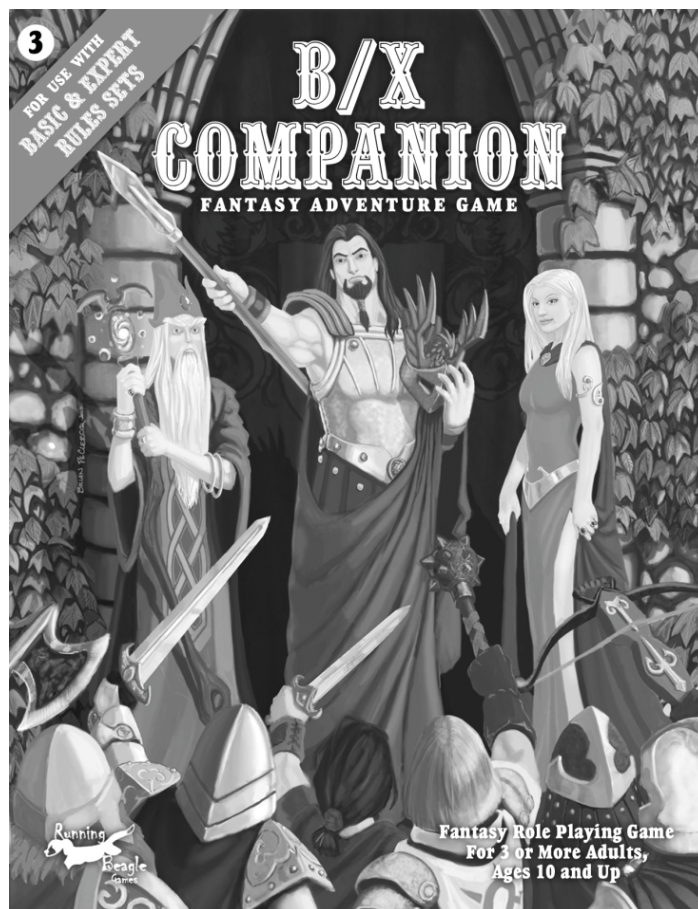
10th Level - Wormfood

Range: Special

Duration: Special

This hideous curse causes its target to be devoured from the inside by hundreds or thousands of worms. At the end of the casting time the witch must touch the target to be devoured; there are three ways in which the spell may be used: Against land it will destroy all vegetation within a 6 mile hex, making it completely unsustainable as farm land. Used against a structure (like a house or castle), it will erode the foundation and structure causing the building's collapse and ruin within 13 days. Used against a person it causes its victim to die a hideously excruciating death over the course of 13 minutes, during which time the individual can do nothing but writhe in terrible agony. Once the worms have finished their work they scatter and disappear into the nearest earth. There is no saving throw.

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